

GIBBY'S GUIDE TO THE QUEST 2 + 3!

ONLINE
EDITION!

A FREE
INDEPENDENT
VR ZINE!

V27 | MAR/APR 2024

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inside the phenomenon
with scott albright

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VIRTUAL
EDITION!

read in VR

hand tracking
mixed reality

FREE DEMO! **LIVIO**



3

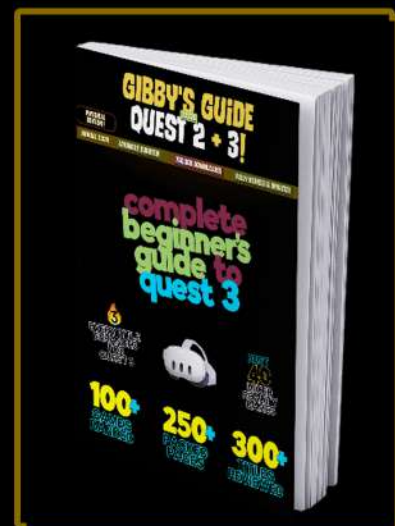
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meta-dog.github.io/meta-dog/

With the **app referral** scheme, you can get 25% off any title and earn \$5 every time someone uses your code. It doesn't apply to games on sale.

The **meta-dog** site is a fair and randomised system. Upload your own code or download someone else's.

You can still get a full refund for any game played for less than two hours within 14 days. Note: playing **free trials** remove your ability to get 25% off if you then go ahead and buy.

ABOUT THIS GUIDE!

Gibby's Guide is a regular free independent digital magazine dedicated to virtual reality and the standalone Quest 2 + 3 headsets for beginners and daily users alike.

It's been published online since 2021. Each edition features the very best content, tips and tricks and a beginner's guide.

The guide is quirky. It's not meant to be totally comprehensive. It's overwhelming positive because the only titles you will find within it are tried and tested recommendations. It's just an extension of what I'd suggest to my mates.

There are many well-known games that aren't included (leaving out Beat Saber is a running gag). This is not a guide to the best sellers. It tries to highlight the greatest and seek out the hidden gems. But it all comes down to personal opinion in the end.

It's an honest opinion. There are no affiliations and no paid promotions. It's a passion project. VR can be as broad in content as reality itself and beyond even that. I hope this guide reflects this and that you enjoy reading it as much as I have writing it.

I've striven to be as accurate as possible but any errors are my own. Thanks to everyone who has helped - you know who you are! And if you like it, you can always buy the book!

gibby@gibbysguide.org

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- ★ recommended quest 3 accessories (no affiliation)
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GAMES!



- ★ top 100 ranked
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CREATION & EDUCATION!



- ★ top apps ranked
- ★ 40 titles reviewed

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- ★ animation archive
- ★ film archive
- ★ 60 titles reviewed

REFERENCE



- ★ beginner's guide
- ★ tips 'n' tricks
- ★ history of VR
- ★ glossary

QUEST 3



Meta Quest 3 recommended accessories (no affiliation)
Aubika Head Strap with Fast Charging 8,000 mAh Battery (\$83)
AMVR 3-in-1 PU Leather Facial Interface (\$36)

With high quality hi-res colour passthrough on Quest 3 it's time for ...

mixed reality!

Will it be a new dawn for MR? Here are 40 titles to try right away (they also work on Quest 2) ...

1 A BOXING RING IN YOUR ROOM ...



Thrill Of The Fight
\$10

The undisputed heavyweight champion of boxing games, this is a serious workout - and now with passthrough! No more punching the walls! Real life pugilists attest to the game mechanics as the real deal - it's a visceral affair.

2 MULTIPLAYER AR SHOOTER ...



Spatial Ops | free

Here it is - the first competitive multiplayer shooter in mixed reality! A free experimental title from Resolution Games, map your entire home as a combat zone. Playing solo or co-location, Spatial Ops is the opening salvo in MR wars. *Requires Sidequest.*

3 STEALTH ACTION ALL OVER THE HOUSE ...



Espire 2 | \$30

Take over a whole floor of your home for some stealth missions in a new MR mode. Shoot enemies in your front room, drag the bodies behind the sofa ...





4

ZOMBIES IN YOUR HOME 1 ...



Zombies Noir | \$10

The most family-friendly zombies in the history of VR coming through your doors! Level up in the shop in the middle of your room. Clever.



5

ZOMBIES IN YOUR HOME 2 ...



Drop Dead: The Cabin
\$25

Home Invasion is a new solo mixed reality mode in a free update for this excellent co-op shooter. Defend your home from the cartoon 80s zombies coming through the windows and smashing holes in your walls! A bit of extra fun from Soul Assembly.

6

YOUR INSTANT PING PONG TABLE ...



Eleven Table Tennis
\$30

This is some serious ping pong club. Eleven Table Tennis hosts over a million multiplayer matches a month and now you can set up a table in mixed reality! One of the world's leading sports simulators, you can play in real time with anyone from China to New York.

7

OPEN THE CEILING AND SEE THE STARS ...



Skygaze XR | free

The neat trick here is the sliding roof which opens your ceiling to reveal the night sky in real time for your very own passthrough planetarium.

8

MULTIPLAYER
DUELLING ...

Saber City | \$5

The first of a genre, it's multiplayer co-location passthrough duelling! Silly, experimental and pioneering! You need two headsets in the same room. Then choose from four characters to play: skull tsar, cowborg, saber sentinel or skylord.

9

BECOME AN OIL
PAINTING ARTIST ...

Vermillion | \$20

An oil painting sim with passthrough, you can create alone or with friends. Export in hi-res to print and mount or hang your digital art on your real wall!

10

TRAIN IN
MARTIAL ARTS ...Crazy Kung Fu
\$10

A passthrough pioneer, developer Arnaud originally designed this game as a training tool as a practitioner of martial arts for 12 years. Pitted against a spinning Wing Chun wooden dummy, you dodge flashing blades, block and punch. And now with multiplayer!



11

LEARN TO PLAY
THE PIANO ...

PianoVision | \$10

Using Guitar Hero-style coloured cues overlaid in passthrough you can play a virtual keyboard or use a real one. In the brand new arena of AR musical fun and education, PianoVision seems to hit all the right notes. See also **Magic Keys**.

12

LEARN TO DJ WITH
VIRTUAL DECKS ...

Vinyl Reality Lite | \$10

A pair of your very own Technix (sic) decks to play your own tunes? And you can stream it live and record your own mixes? In passthrough? Bangin'!

13

YOUR HOME AS A BATTLEGROUND ...



FPS Enhanced Reality | \$10

One of a series of pioneering passthrough titles from this solo developer, this one turns your whole house into a battleground with an AI that adapts to your space. Very effective and a glimpse into the future of MR gaming.

14

DECORATE WITH DIGITAL DESIGNS ...



Figmin XR | \$20

A sandbox to create, paint and play with your room as your canvas! Made for mixed reality, Figmin XR can transform your space in seconds!

15

'SPATIAL COMPUTING' ...



Softspace | free

Softspace uses hand tracking with passthrough to create a beautiful and intuitive work space for designers and researchers.

16

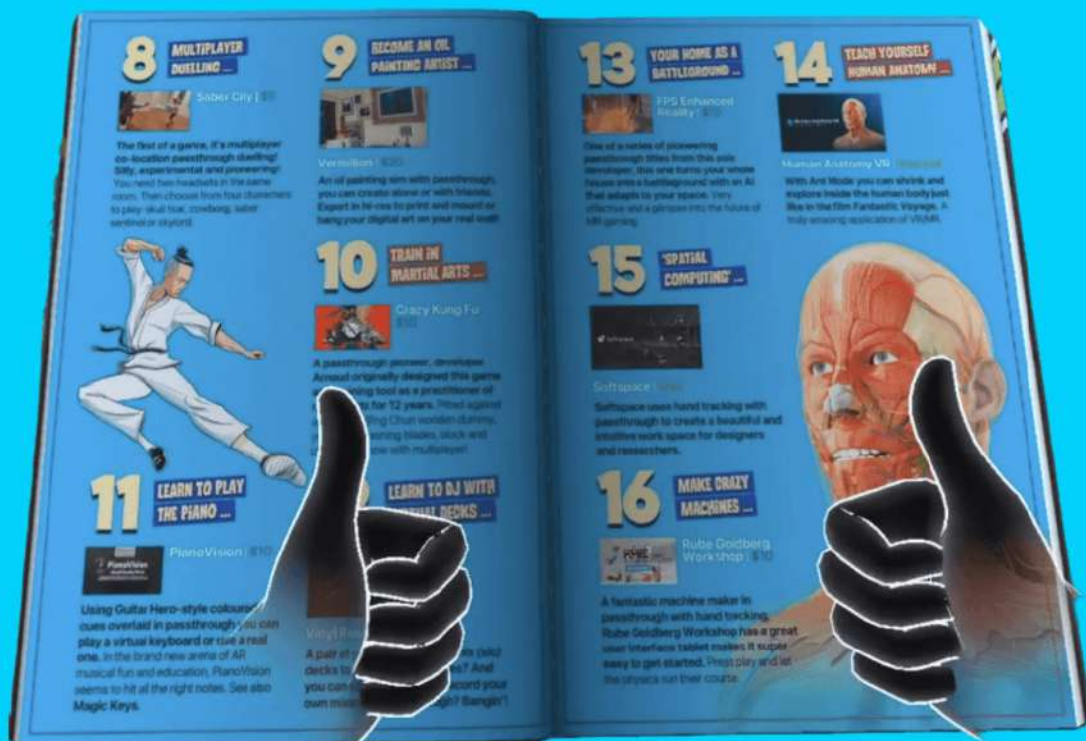
YOUR VIRTUAL POOL TABLE ...



Miracle Pool
free

Set up a pool or mini snooker table you can walk around and play online against friends or randoms! From the developers of the brilliant Black Hole Pool simulator, it's designed to be simpler and does away with artificial locomotion!





17 OPEN DISTURBING PORTALS ...



Stranger Things VR | \$30

Open a bizarre world through portals in your walls in two chapters of Tender Claw's horror title. Don't let them in ...

18 READ THIS ZINE IN MR ...



Livro | free demo \$6

Now you can read your favourite VR zine ... in MR! Portuguese developer ChronicBite has teamed up with Gibby's Guide to offer this very digital magazine as a pre-load with the demo version of the app. Download now for free! It looks fantastic in passthrough!

19 PLAY THE AIR GUITAR ...



Unplugged: Air Guitar \$25 & dlc

A poster child for hand tracking technology, Unplugged takes the air guitar to its natural conclusion. Like Guitar Hero, line up your fingers to the flying colour-coordinated chords. The sensation of holding an invisible guitar in your hands is incredible.

20 GO ON A SURREAL TRIP ...



Squingle | \$12

Squingle is a totally trippy puzzler that doesn't shy away from being an out and out psychedelic experience. Surreal, clever and addictive.

21

PASSTHROUGH PUZZLING 1 ...



Cubism | \$15

This has always been a meditative puzzle game with a gentle piano accompaniment adding to the zen-like tranquility. But with AR it feels like playing with a little bit of magic in the air. With a gorgeous minimalist design inspired by solid dissection puzzles.



22

PASSTHROUGH PUZZLING 2 ...



Puzzling Places | \$15 & dlc

The highest rated game on Quest 3, Puzzling Places is a 3D jigsaw game you can play on the sofa in mixed reality with friends.

23

MAKE CRAZY MACHINES ...



Rube Goldberg Workshop | \$10

A fantastic machine maker in passthrough with hand tracking, Rube Goldberg Workshop has a great user interface tablet makes it super easy to get started. Press play and let the physics run their course.

24

ASSEMBLE SONIC MACHINES ...



PatchWorld | \$25

A goofy gamified musical wonderland on the surface but a highly technical endlessly-customisable open source machine underneath. A great interface to create instruments and sonic experiences. Design your own studio and bring friends round for a jam!

25

BUILD AND RACE WITH TOY CARS ...



Track Craft | free demo | \$15

Excellent mixed reality fare with a 4x4, kombi and race car and a track editor with portals, tunnels and elevators. Share and race!

26

SET UP YOUR OWN
MR DRUM KIT ...

Paradiddle | \$20

Drag and drop a range of over 50 instruments into your own custom arrangement or try a preset like the **Ringo Starr**. Kick drum is with trigger button but there is pedal and periphery support. Learn how to play the kit in ten simple lessons.

27

FISH WHILE
LYING DOWN ...

Pillow | \$10

Beautifully conceived and playful app for bedtime relaxation. Fish in your ceiling, read a story, gaze at the stars or meditate.

28

GLADIATOR
TIGER FIGHT!

Gladius | \$15

'I'm Sparticus!' Comedy gore sword-fighting as you go from slave to Thunder God at the Colosseum in Rome. Slo-mo dismemberment! Cheering crowds! Lions! Tigers! Minotaurs! Totally bonkers and now in mixed reality. **Available in Beta.*



29

HAND TRACKING
TABLE TOP BEASTS ...

Toy Monsters | \$10

A handsome hand tracking mixed reality table top mini-game version of **Plants vs Zombies**. Stop the monsters with your arsenal of a micro cannon, exploding poo, shooting candle, bear shield, toy train, laser hands, flamethrowing fingers ...

30

PAINT IN 3D
WITH FRIENDS ...

Multibrush | \$20

Paint with the impossible like smoke and fire in this 3D tool where your room is your canvas. If you don't need multiplayer try Open Brush for free.

31

ESCAPE FROM
YOUR HOME ...

I Expect You To Die:
Home Sweet Home
free

From the peerless escape room series comes a special MR mini episode. Playing the top secret agent as always you have to break out of the box, swat killer wasps and use x-ray vision. It's short and sweet but shows the potential of a mixed reality sequel.



32

A TENNIS COURT
IN THE LOUNGE ...

Racket Club | \$20

A tennis-squash hybrid with singles and doubles multiplayer, Racket Club uses MR so you don't smash your walls reaching for a shot!

33

PODIUM DUELLING
MULTIPLAYER ...

Blaston | free

3 ... 2 ... 1 ... **Blaston!** The classic one v one duelling multiplayer takes on another life in MR - it's liberating to leap around safely with your arsenal of everything from big pink balls to ice lasers. You need both tactical quick-thinking and premeditated skullduggery.

34

MAKETH THY
FIENDISH PIT ...

Dungeon Maker
free

Dungeon maker is the first MR party game, setteth in a medieval torture chamber. Once thee hath built thy fiendish traps, passeth thy headset to a willing victim and gaze as those gents faileth to walketh across the lounge. Nay controll'rs required!

35

BUILD A WORLD
INSIDE YOUR OWN ...

Islanders VR | \$15

A relaxing strategy game building upon little islands floating in your room. Calming, intuitive and with hand tracking.

36

**GO INSIDE AN
AQUARIUM ...**



Ocean Rift | \$10

Draw portals in your walls and ceiling to create an interactive aquarium!

From Great White sharks to Hammerheads, dolphins to Beluga whales, Ocean Rift is an educational experience that has been around for over a decade, but now with MR.

37

**PROTECT
YOUR HOME ...**



Stride: Fates | \$30

Enter the special training mode and protect your home from the thugs of Airon City. Enemies attack through walls, doors and windows.

38

**MEDITATIVE
PUZZLING ...**



Linelight | \$15

There's something about lying down flat on your back and listening to relaxing electronica while being immersed in this elegant puzzle universe. Passthrough can be graded to adjust exposure, a nice touch.



39

**SEXY SPACE
PUZZLES ...**



Gravity Lab | \$15

From the opening elevator muzak at The Gravitational Testing Facility & Observations (sic), there's a nice line in quirky humour here as you take on physics-based head-scratchers on an abandoned moon base. Bend time and gravity with over 50 puzzles.

40

**MIXED REALITY
HAS TAKE-OFF ...**



First Encounters | free

Your first brush with mixed reality on the Quest 3 is likely to be this cute and impressive preinstalled showcase. MR has take-off ...



Meta Quest 3 recommended accessories (no affiliation)

AMVR Adjustable Knuckle Straps (\$27)

HonsVR Magnetic Prescription/Plano Lenses (\$40)

still rockin' the OG!

Every game and app in this guide works on the Quest 2!



Asgard's Wrath 2

GAMES!



RANKED! GAMES!



KEY!



roomscale essential



quest 3 update



seated option



mixed reality



hand tracking



replay value



mind the tv!



meditation



adventure



also ps vr2



fitness



puzzle



possible
motion sickness



best of the quest!

Here's my ever-changing *personal* favourite 100 games - ranked for fun!



asgard's wrath 2

app | \$60 **R**
epic open world fantasy
action puzzle adventure!



into the radius

app | \$30 **R**
eerie supernatural stealth
survival shooter!



red matter 1 & 2

apps | \$25 & \$30
surreal & spectacular
sci-fi adventures in space!



pistol whip

app | \$30 **R**
shoot to the beat in a
cinematic bullet hell!



the walking dead:

saints & sinners ch1 & 2
apps | \$40 & \$40
epic zombie survival!



song in the smoke

app | \$30 **R**
soul, spirit, survival!



the light brigade

app | \$25 **R**
magical shooter!



ghosts of tabor

app | \$25 & in-app **R**
raid, kill, loot, extract!



audio trip

app | \$20 **R**
top-class choreography!



puzzling places

app | \$15 & dlc **R**
photogrammetry jigsaws!



eleven table tennis

app | \$30 **R**
AI ping & multiplayer pong!



walkabout minigolf

app | \$15 & dlc **R**
pitch 'n' putt with friends

thirteen to twenty-four!

Buy and try on the official store - you get an automatic refund if you've played for less than two hours and within 14 days of purchase. And look out for sales!

thirteen!



assassin's creed: nexus
app | \$40
 spectacular stealth in Italy, Greece and Colonial America!

fourteen!



moss book I & II
apps | \$20 & \$20
 gorgeous two-part magical mouse diorama!

fifteen!



the climb 2
app | \$30
 epic free solo climbing in urban city and the wild!

sixteen!



i expect you to die 1, 2 & 3
apps | \$25 each
 peerless series of spy themed escape rooms!

seventeen!



tea for god
app lab | **free demo** | \$20
 pure immersion with 'impossible spaces' epic!

eighteen! **multi!**



dungeons of eternity
app | \$30
 medieval sci-fi fantasy co-op adventure!

nineteen!



genotype
app | \$25
 bio-weapons in Antarctica!

twenty!



green hell vr
app | \$30
 survival in the Amazon!

twenty-one! **multi!**



drop dead: the cabin
app | \$25
 intense zombie co-op!

twenty-two! **multi!**



blaston
app | **free**
 podium duelling!

twenty-three!



the room vr
app | \$30
 spellbinding mystery!

twenty-four!



little cities
app | \$20 & dlc
 homespun world builder!

twenty-five to thirty-six!

twenty-five!



**vampire: the masquerade
- justice** app | \$30 🕒 🚗 🎮
bloodthirsty stealth!

twenty-six!



the last clockwinder 🧩
app | \$25
self-cloning capers!

twenty-seven! new!



lego bricktales 🧩 🕒 🚗
app | \$30
adorable MR diorama!

twenty-eight! multi! new!



racket club ❤️ 🏠
app | \$20 🕒
squash-tennis hybrid fun!

twenty-nine! multi! 🕒



real vr fishing 🚗 🧑
app | \$20 & dlc 🕒
in Korea, Japan & US!

thirty!



crashland
app | \$20 🕒
the toughest game in VR?

thirty-one!



phantom: covert ops 🕒 🚗
app | \$30
stealth kayaking?! oh, yeah!

thirty-two!



superhot vr 🏠 ❤️ 🕒
app | free demo | \$25
a VR classic - the matrix!

thirty-three!



propagation: paradise 🕒
hotel app | \$20 🎮
brutal horror!

thirty-four!



down the rabbit hole 🕒 🧩
app | \$20
alice in wonderland prequel!

thirty-five!



lies beneath 🕒 🚗
app | \$30
graphic novel horror!

thirty-six! 🕒



stride: fates 🏠 ❤️ 🕒 🕒
app | \$30 🕒
parkour campaign!

thirty-seven to forty-eight!

thirty-seven!



a/another fisherman's tale
apps | \$15 & \$25
 a double dose of unique puzzling!

thirty-eight!



resist
app | \$20
 weaponised spiderman grappling for humanity!

thirty-nine! **new!**



underdogs
app | \$30 **R**
 physical mech brawler with gritty vibes!

forty! **multi!** **new!**



arizona sunshine II
app | \$50
 zombie canine co-op!

forty-one!



garden of the sea
app | \$25 **R**
 cute island-hopping!

forty-two!



yupitergrad 1 & 2
apps | \$15 & \$25 **R**
 superb Slavic spiderman!

forty-three! **multi!**



barbaria
app | \$20 **R**
 zany campaign brawler!

forty-four!



thrill of the fight
app | \$10 **R**
 mixed reality boxing!

forty-five!



tales from the galaxy's
edge app | \$25 & dlc
 child's play but epic optics!

forty-six! **multi!**



the under presents
app | **free** | in-app **R**
 open world theatrics!

forty-seven!



hubris
app | \$30
 climbing, shooting, jumping!

forty-eight!



waltz of the wizard
app | \$20 **R**
 natural magic!

forty-nine to sixty!

forty-nine!



eye of the temple 🏠 🕒 🎮
app | \$20
true roomscale adventure!

fifty! multi!



rooms of realities 🧩 🕒 🎮
app lab | \$15
multiplayer escape rooms!

fifty-one! multi!



miracle pool
app lab | free 📺
perfect MR pool sim!

fifty-two! 🕒



the 7th guest
app | \$25
remake of 1993 classic!

fifty-three!



organ quarter 🕒 🎮
app lab | \$25 🎮
old skool survival horror!

fifty-four! new!



stranger things vr 🕒
app | \$30
disturbing telekinesis yarn!

fifty-five! 🕒



cubism 🧩 🎮 🎹
app | \$10 📺
puzzle, piano, passthrough!

fifty-six!



sweet surrender 🎮
app | \$25 📺
kick-ass techno roguelite!

fifty-seven! multi! 🕒



ancient dungeon 🕒
app | free demo | \$20 🎮
co-op pixel adventure!

fifty-eight!



outta hand 🕒 ❤️ 🎮
app | \$20
goofy physical platformer!

fifty-nine! multi! 🕒



breachers
app | \$30 📺 🎮
5x5 tactical shooter!

sixty! multi!



hellsweeper vr 🕒 ❤️ 🎮
app | \$30 📺 🎮
somersaulting shooter!

sixty-one to seventy-two!

sixty-one!



tentacular 🧩🚗
app | \$25 📱
 original squid game!

sixty-two!



ARK & ADE 🚗
app | \$10 📱
 inside the game Tron-style

sixty-three!



dead second
app lab | \$20 📱
 bodyshifting shooter!

sixty-four!



shadow point 🟢🧩🚗
app | \$20
 mystery in Inverness!

sixty-five!



cosmodread 🟢
app | \$15 📱
 terrifying space maze!

sixty-six!



hello neighbor 🟢🧩🚗
app | \$30 📱
 surreal stealth puzzler!

sixty-seven!



myst 🟢🚗🧩👉
app | \$30
 remake of 1993 classic!

sixty-eight!



call of the sea 🟢🧩🚗
app | \$20
 a *bona fide* love story!

sixty-nine!



daedalus 🧩
app lab | \$5
 amazing flying sensations!

seventy! multi!



ragnarock 🚗❤️
app | \$25 📱
 crazy viking rhythm race!

seventy-one! multi!



zero caliber: reloaded 🟢
app | \$25 📱
 co-op, pvp, solo shooter!

seventy-two! multi! 🧙



squingle 🧩🚗👉
app lab | \$12 📱
 totally trippy puzzler!

seventy-three to eighty-four!

seventy-three! multi!



blacktop hoops
app lab | \$30
the future of VR basketball!

seventy-four! multi!



espire 2
app | \$30
seek & hide co-op stealth!

seventy-five! multi!



warplanes 1, 2 & 3
apps | \$20, \$20, \$15
WWI, WWII and air corp!

seventy-six! multi!



ultrawings 2
app | \$25
multiplayer dogfights!

seventy-seven!



carve
app | \$20
smooth snowboarding!

seventy-eight!



fujii
app | \$10
kaleidoscopic gardening!

seventy-nine! multi!



traVRsal
app lab | \$10
natural walking in VR!

eighty!



broken sceptre
app lab | \$15
hand tracking horror lite!

eighty-one!



we are one
app | free demo | \$20
clone co-op!

eighty-two!



the curious tale of the stolen pets
app | \$10
touch that cuteness!

eighty-three! multi!



nock
app | \$10
archery-football hybrid!

eighty-four! multi!



crazy kung fu
app | free demo | \$15
passthrough martial arts!

eighty-five to ninety-six!

eighty-five! multi!



track craft

app lab | free demo | \$15
 mixed reality micro racing!

eighty-six!



maskmaker

app | \$20
 apprentice turns master!

eighty-seven!



deisim

app | \$15
 be a powerful God!

eighty-eight!



kill it with fire vr

app | \$15
 anarchic arachnid murder!

eighty-nine! multi!



pillow

app lab | \$10
 get horizontal in MR!

ninety! multi!



glassbreakers: champions of moss **app** | free & in-app
 table top one v one spin-off!

ninety-one!



not for broadcast

app | \$25
 editing comedy gold!

ninety-two! multi!



till tomorrow

app lab | free demo | \$10
 desert island survival!

ninety-three! multi!



ultimechs

app | free & in-app
 multiplayer robot wars!

ninety-four!



beers & boomerangs

app lab | free demo | \$5
 Australian simulator!

ninety-five!



<RUNNER>

app | \$15
 arcade anime bike action!

ninety-six!



next move

app lab | \$20
 physical plaformer!

ninety-seven to one hundred!

ninety-seven!



pathcraft 🧩 🚗 🦋

app | \$15 🕹️

lemmings-like puzzler!

ninety-eight!



compound 🖱️

app | \$20 🕹️

retro pixel arcade shooter!

ninety-nine!



jurassic world aftermath
collection app | \$30 🎮

two-part dino stealth!

one hundred! multi! 3



windlands 2 🏠 🎮

app | \$30 🎮

co-op grapple adventure!

bonus! multi!



no more rainbows 🏠 🎮

app | \$20

physical platformer!

bonus!



eolia 🏠 🧩 🚗 🦋

app | \$15

hand tracking fantasy tale!

bonus! multi!



space pirate trainer dx 🏠

app | \$25 🕹️

trailblazing arena mode!

bonus!



unplugged: air guitar 🦋

app | \$25 🕹️ 🎮

hand tracking guitar hero!

bonus!



galactic catch 🚗

app | \$12 🕹️

cosmic fishing!

bonus!



gadgeteer 🧩 🚗

app | \$15 🕹️

incredible machine building!

bonus!



holopoint 🏠 ❤️ 🎮

app | \$15 🕹️

intense ninja archery!

bonus! multi!



chess club 🚗 🧩 🦋

app | \$15 🕹️

battle chess in Stonehenge!

weird & wonderful!

Bonus! Really random shit that pops up on App Lab and Sidequest!



playing VR with girlfriend
app lab | \$10
just ... no.



high voltage electrical substation training
app lab | free
catchy name, hot app!



industrial dishwasher simulation **app lab** | free
washing up in Finnish!



VR pigeons ❤️
app lab | \$3
do yourself a favour -
just watch the trailer!



relaxed spiders
experience app lab | \$7
phantom tingles with hand
tracking and spiders!



the american dream
app | \$15
guns, guns, guns, guns,
guns, guns, guns!



into the metaverse 🚗
app lab | \$10
the story of storytelling!



don't upset bobby 🧩
app lab | free
threatening freak doll!



rollercoaster vr box 🌀
sidequest | free
genius vomit fest!



golf pool vr
app lab | \$6
... on the moon!



flying squirrel chase
app lab | free
flap your wings!



counting sheep vr
app lab | free
off to the land of nod!

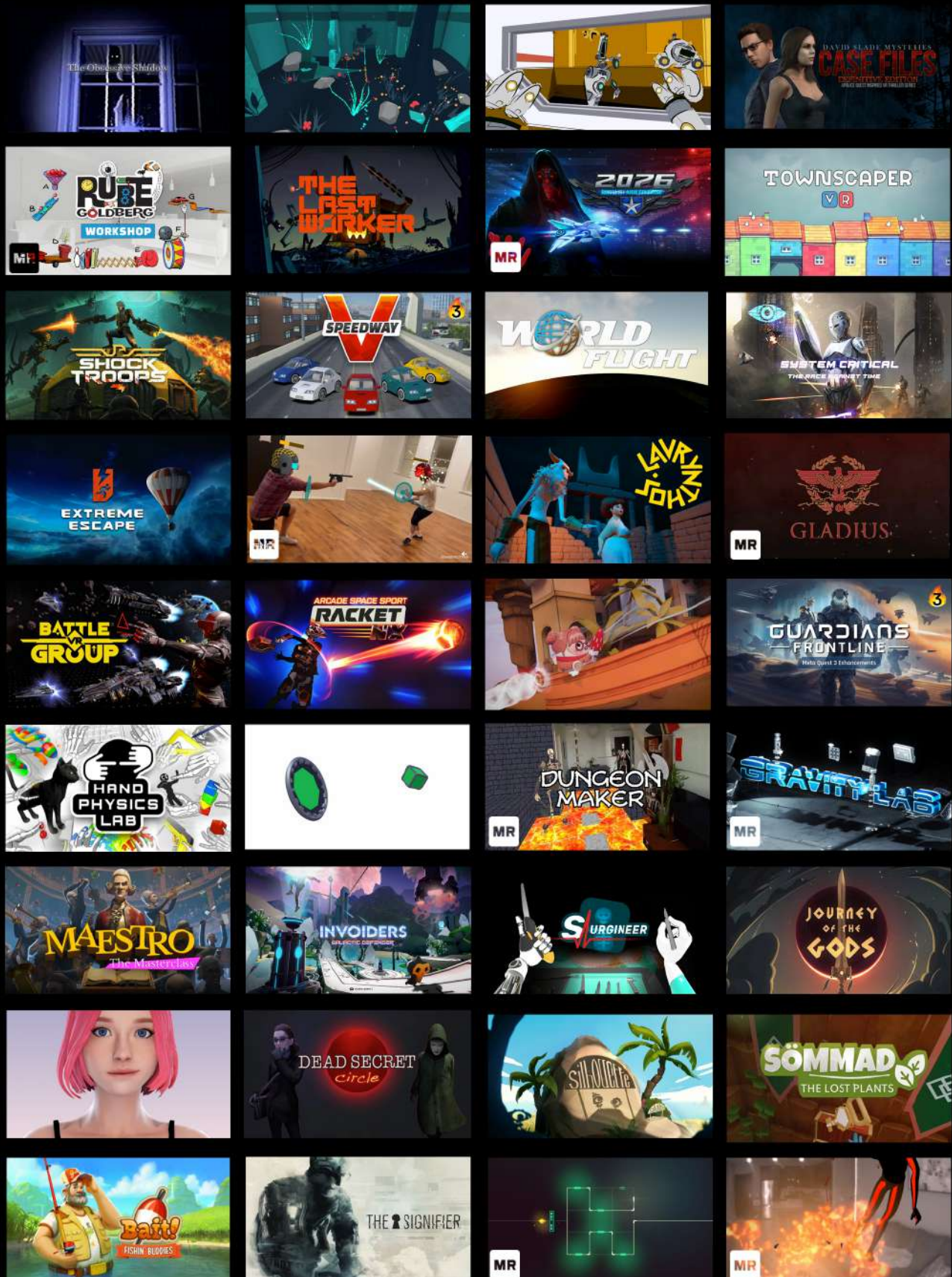
also reviewed ...

These games are also recommended and reviewed in the guide although they didn't make the top 100.



also reviewed ...

Fun fact: Almost all of these games were once included in the top 100 before getting squeezed out by new releases. Still good though ...



also reviewed ...

A few more great titles and all as a quick reference list ...



islanders vr | eternal starlight | broken edge | cybrix
area man lives | luna: episode one | downside up
stunt track builder | acron: attack of the squirrels | sky academy
to the top | wrong voyage ex | extra large playspace mini games
spatial ops | shores of loci | per aspera | iron guard | finger gun
land's end | driven | carly and the reaperman | tiny castles
mothergunship forge | metacity patrol | toy monsters | gods of gravity
vox machinae | zombies noir | the final overs | wordomi
time stall | grapple tournament | vader immortal III
galaxy forces vr | coastermania | keep talking and nobody explodes
the obsessive shadow | flowborne | unbinary | david slade mysteries
rube goldberg workshop | the last worker | 2076 midway multiverse
townscape vr | shocktroops v-speedway | world flight | system critical
extreme escape | saber city | lavrynthos | gladius | battlegroup vr
racket NX | wind wind | guardians frontline | hand physics lab | untitled
dungeon maker | gravity lab | maestro: the masterclass | invoiders
surgineer | journey of the gods | replika | dead secret circle | silhouette
sommad: the lost plants | bait! | the signifier | linelight
fps enhanced reality | super rumble | ghost giant | neodori infinity
rise of the inferi | somnia | slam | hazard us | heliraid



REVIEWED!

TOP 20 GAMES!

asgard's wrath 2



Asgard's Wrath 2 | \$60

Asgard's Wrath 2 is not the best game on the standalone Quest. It's the best four or five games rolled into one. Yes, it's that good and yes it's that big.

At its heart it's a thrilling single player adventure experienced together with amazing animal sidekicks which never stops surprising throughout its 100+ hour campaign.

Explore an epic series of sweeping cinematic open worlds set in Ancient Egypt jam-packed with hidden treasures to discover and God-scale puzzles to solve and savour. Head into battle with some of the most wondrous weapons ever created for the fantastic four characters.

With so much going on, it can be overwhelming at first. But the start of the game playing solo with Abraxas is but a minuscule fraction of what awaits.

Big budget games can end up feeling corporate but this is anything but. A toast to the passion of Sanzaru Games, one of a suite of studios acquired by Meta.

Scratches, come give me scratches!

No short review can give justice to their stunning achievement.

It's no understatement to say that in the history of VR gaming there will be a before and after Asgard's Wrath 2. This is the new gold standard and has changed the landscape. It's the best in class by a long, long way.

The finest games are best played going in blind. It's incredibly difficult to refrain from detailing all the magnificent jaw-dropping moments you will experience.

Instead, just a tip: For better immersion disable player avatars and compass (you can tap your wrist to see waypoints). If you disable the hud too you can still hear your heartbeat if you are low on health (but you will be left guessing your divine wrath count). You can chop and change the difficulty level on the fly.

Even the bundled roguelike Uncharted Rifts game within the game would be regarded as a top title on its own. And it is mouthwatering to think that there is even more content to come.





into the radius



meet the dev!



Into The Radius | \$30

'Who is even giving me these missions? Why? I can't remember or understand a thing, yet here I am pressed to continue out here ... I've died once and yet the Radius lured me back in'

It's another of those handwritten notes scattered throughout the Radius, a found fragment of the story along with cassette tapes with field notes from previous explorers and the spoken memories of a white silhouette, Katya.

As Explorer #61, you are very much alone after the 'Pechorsk Event'. The world is populated with disembodied voices, noxious gases and crackling electricity.

Brooding, dark, sinister, ethereal. Creepy, supernatural, oppressive, eerie. However you describe it, Into The Radius is genre busting - part horror, stealth and survival.

It's a vast Daliesque Dystopian world with train carriages mysteriously suspended in the air, monsters shimmering like echoes and that strange orange circle a constant glow in the sky.

Complex, deep and extensive, it strikes a balance between the exhilarating and the calm, from a desperate firefight to strumming the guitar back at your base and cleaning your arms.

The accurate rendering of the 34 weapons borders on the fetishistic. A sample loadout might be a Glock 18c pistol with red dot laser sight, an old OC-14 Grozna rifle with a grenade launcher found in the field and a trusty AKM upgraded with a scope for sniping.

But this is no shooter. Go in guns blazing and you'll never progress through the huge 40-50 hour campaign. You are forced to plan and prioritise as you take on mission after mission.

It's fantastic stuff from CM Games, a small studio from Tallinn in Estonia, and the game has echoes of post-Soviet collapse, says developer [Aleksei Sulga](#).

It's very replayable too with Ironman mode (no saves) and custom settings for tougher enemies. An essential title.

'Happiness for everybody, free, and no-one will go away unsatisfied.'





red matter 1 & 2



Red Matter 1 & 2 | \$25 & \$30

Spellbinding, eye-watering and jaw-dropping, Red Matter 2 is a great leap forward for standalone graphics that inhabit its own kind of rarified atmosphere.

It's as out-of-this-world as the fictional Volgravian base in which it sits, bathed in the glow of a magnificent Saturn.

This is sheer brilliance from the Spanish indie studio Vertical Robot and their art director Norman Schaar, dabbling in the dark arts to re-engineer the very coding tools at their disposal. An optimisation for Quest 3 has taken it even higher.

If it were just the best-in-class optics that elevated Red Matter that would be justified in itself but it's so much more.

This is a true heavyweight title, a spectacular sci-fi adventure set in an alternate future Cold War. As Agent Epsilon aka Sasha, you are an astronaut isolated on an abandoned base in space, surrounded by propaganda in a pseudo-Soviet script.

In this game of psychological warfare chess, what's real and what is surreal keeps you guessing all the way to the end. What happened here? And who is watching your every move?

Moving around is a dream with jetpack bunny hops and you are equipped with extraordinarily well designed multi-tool gadget hands accommodating a torch, flares, claw, terminal hack, gun, storage and informational panel.

Almost everything is grabbable and often mesmerising in detail. The logic puzzles are finely crafted, not too cryptic but satisfying to decipher.

There's some adrenaline thrown into the mix with shooting mini games and there's even some remote-controlled fun.

It all comes together in an epic final battle that takes the breath away.

You don't need to have played Red Matter 1 to enjoy the sequel but to miss out would be a shame. It's a solid 8-10 hour campaign taken across the two titles. Outstanding.





pistol whip



Pistol Whip | \$30

Where else can you enter a pulsating path taking out enemy assassins who are blazing ammo while dancing to the filthy electro of Black Tiger Sex Machine?!

An absolute monster of a must-have VR title, Pistol Whip is all about shooting to the beat in a unique cinematic bullet hell.

With 34 full-on tracks presented like cool movie posters, it's a high-octane trip. Vancouver Island-based Cloudhead Games delivers a visual art style that's polished and class throughout and they're always adding new free content.

There's two five-track campaigns (six if you include Encore) with graphic novel intros, the Wild West themed *Smoke & Thunder* and the cyberpunk synthwave 2089.

But there's much more on offer than the core classic pistol gameplay. One quick way in is to hit the dice icon to randomise modifiers, another is to take on 'contracts' and play through daily and weekly challenges.

Try dual wielding, or play 'proper legacy' with 'deadeye' to remove aim assist. Other weapons are a revolver, burst fire, boomshot and 'brawler' which although it shows a fist icon can be altered to anything from a frying pan to a banana.

A tutorial training series gives great hints and tips and outlines the styles system (which only unlocks for new users after you try the original arcade scenes).

Presets include the hilarious 'Hopeless' which takes away your guns and armour (brawler + reckless). 'Lunacy' removes armour, aim assist, randomises enemies, ricochets bullets and forces you to pistol whip for reloads (reckless + deadeye + disorder + vengeance + scavenger).

You can dial down the difficulty too. With 'casual' make yourself invincible, stop enemies shooting and give yourself endless ammo (bulletproof + threatless + bottomless).

A new campaign, *Overdrive*, drip-fed scenes through 2023 and there was a fresh three track collection, *Elixir Of Madness*. The innovation continues.





PISTOLWHIP

2022

saints and sinners 1 & 2



The Walking Dead: Saints & Sinners Ch 1 & 2 | \$40 & \$40

S&S is a survival horror game set across New Orleans (Nola) that in many ways sets the bar for VR. The physics shine, the graphics are outstanding and it has the deepest campaign of any title.

It's intense. It's gory. Your weapons go through skulls. They squelch when you pull out. You will feel fear. It combines a strategic survival system with brutal killing sprees wrapped inside an engaging storyline.

Sure there's plenty of combat - melee, especially - but behind the gore is an intriguing game that's also about puzzle-solving, exploration, looting, crafting and resource management.

The developers state that their intention was to induce panic and at times it does - being grabbed by a zombie is ramped up by intense Psycho-style music stabs - but overall the game is not as scary as out-and-out horror titles. It's a 15-20 hour campaign plus the free Aftershocks DLC adds another eight hours.

Measured against the high standards of Chapter 1, Chapter 2 is a graphical downgrade with a general lack of polish. Skydance Interactive should be called out for launching the sequel in an unplayable state before a fix.

However, there's more arcade action than the previous game with some fantastic moments and epic set scenes. You can import your game progress from Chapter 1 whether you have finished it or not.

Although there are only three new areas - The Tower, Bourbon St, Hotel Eclair - there's much more than meets the eye.

It introduces scary night time missions with the exiles. There's a new enemy with axeman Gerik and the story revolves around Sonny's pawn shop.

Get additional weapons like the grenade launcher Le Boum, a chainsaw, knuckle dusters and mods like lasers and silencers. There's two new crafting tables and armoured 'eradicators'. Dev code for items cut from the game including burst fire 9mm: VK1SVW





song in the smoke



meet the dev!



Song In The Smoke | \$30

Sometimes VR can give you amaze-fatigue. And then once in a while an experience comes along that just floors you once more. That game is Song In The Smoke.

Living as a caveman you can hide out, making fires, drying pelts, roasting meat and planning your next attack.

It's an extensive survival simulator full of mythical and fantastical creatures. Collect three singing stones on each of the large-scale and luscious levels to enter a dream state and reveal mysterious ethereal animals.

With around 30 hours of game play, it's a wild world that takes you on an almost spiritual journey in a magical land.

Song In The Smoke is less of a game and more of a parallel existence, living alone against the odds. It's totally compelling and all-consuming.

With buttery smooth gameplay it is effectively an infinitely replayable pseudo-open prehistoric world.

Made with passion and soul by **Jake Kazdal** and the team at 17-bit, it's a vision that took five years to make.

'I wanted to create a beautiful, languid, juicy world to just walk around in,' says Jake. 'The game doesn't force you to do much. You could sit in one area and just hunt deer and make clothing, eat berries and watch sunsets.'

And then there's Savage mode, the tough as nails counterpart, a prehistoric ordeal of frightening proportions with the beasts - created by Japanese artist Katsuya Terada - ramped up to attack.

'I really wanted to play with these basic level instincts, with the fears and the triumphs,' he says.

And if that's not enough - 'you need to keep upping the dose to stay high' - test your mettle on the hardest: 'Jake' mode.

Only the developer and a half dozen dedicated gamers have reached this rarified mountain top (cough). Hugely underrated, it's one of the finest games on the standalone platform.





the light brigade



meet the dev!



The Light Brigade | \$25

Magical, dreamy and dark, The Light Brigade is a one-of-a-kind single player shooter that shines bright with class and polish.

It's in the little details and wealth of ideas that Funktronik's title glows, from lovely charms to power up your WWII weapons to holographic tarot card upgrades. It's the epic battle music. The unique combat prayers. Mother.

There are now eight classes from rifleman to engineer that can be levelled up and you can choose to play with arcade or realism settings.

Runs are procedurally generated taking you on a Disney-like animated journey through forests, frozen mountains and castles. Or you can try a separate daily global sun run if you don't fancy heading into the breach.

With tactical teleporting and slow stealth walking it's a roguelite but not with instant permadeath - you get extra lives and the chance to save your soul.

You can even donate to fellow players and pick up their offerings yourself.

Each weapon class brings a different flavour to gameplay. Pistolier for example has limited mags but there's auto reload and two slots for magic wands.

Once maxed out the Sun Burst or Soul Sphere wands can do serious damage from behind cover, together with homing charm bullets and grenades.

You'll encounter wizards and wolves, grenadiers and great hawks. Watch out for some big surprises. Completed runs unlock five difficulty levels up to Exalted Vanguard but as you get more powerful, so do they.

Pray at the ammo table to auto-fill at the outset. You can save mid-run between levels (Quit, not End Run).

An update has added drones, cigars, helmets, canteens, more classes, new levels and fiendishly difficult tailored Sacred Memory runs. With dev **Eddie Lee** always in touch with players, the future of The Light Brigade is dazzlingly bright.





ghosts of tabor



Ghosts of Tabor | \$25 & dlc

Ghosts of Tabor was a phenomenon with a huge player base even in Early Access. The website of developers Combat Waffle keeps a tally of players in-game (which often runs into several thousand), lists player deaths (45 million and counting) and shots fired (a billion).

The graphics might not win any awards but the addictive gameplay will. It's not quite there yet (there are still some bugs) but it has the potential to be the best game on the Quest.

There is nothing else quite like it. A military-style multiplayer stealth shooter, you can go on runs solo or go in with up to three mates. Play against live players and/or Fenix (AI) on the extensive Tabor Island map in day or night mode (but you'll need to acquire night vision goggles) or the smaller, more intense nuclear Silo.

Matka Miest, which remembers a sprawling Eastern European city, is split across two maps. Eleven maps are planned for the official release.

The core gameplay is to raid, kill, and loot. You can go in naked (carrying nothing) or fully kitted but the kicker is that if you die, you lose the lot. It's ruthless but such a buzz to get out safe at one of the extraction points. Purple key cards unlock arms dumps. Look out for airdrops which parachute down high value supplies and secret rooms with high tier loot.

Back at your bunker (once you've figured out how to keep the lights on and the water running) it's a case of organising your gear, crafting ammo, mining crypto and, yes, growing dope. There's a trader system for selling your loot and levelling up by going on missions.

Key items needed in the game like bags, silencers, night goggles, lasers and sights require Level 2 status. You can find them all in-game or buy a DLC. Be aware that periodic wipes will zero everyone from time to time and you'll have to start from scratch.

A learning curve makes the tutorial and training essential. You will die, and often. But always remember the unofficial Tabor code: Trust no-one.





audio trip



Audio Trip | \$20

One of the purest and most ecstatic experiences in VR, Audio Trip is an exhilarating choreographed dance experience.

Fly through a surreal universe, heart racing, feet dancing and arms making glorious arcs. The sweat, the adrenaline, the euphoria!

Entering freestyle mode is like walking into a rave and being at the decks (the original title was 'rave runner'), the crowd cheers as you select your track. Catch gems, ride ribbons, smash drums and dodge barriers as they come at you.

The joy underlining the game comes from the couple behind it, **Ashley Cooper and Brady Wright** - professional dancer meets VR developer. Audio Trip has 100+ hand-crafted choreographies from beginner through to cardio level which sets it apart from other rhythm games.

'I want others to feel what I feel, to squeeze that joy into another body,' says Ashley.

Ashley overcame three knee surgeries - 'they said I'd never dance again' - and designs all the dance moves. Higher levels demand a longer reach forcing you to move your feet.

A huge 'dance all out' update revamped the whole experience introducing a campaign to go with freestyle. Unlock new mods like missing hands, small hands, one-hand, vanishing gems and *triptasia*. The pulsating visuals are a kaleidoscopic and crisp.

There are 30 great tunes from Tiësto to Lady Gaga and publishers Andromeda Entertainment have begun releasing DLC packs at a fair price. The first, Swanky, features five songs by Laura Leighe.

You can add custom songs and use a great in-VR editor tool to make your own choreographies.

Tweak settings to remove barriers or choose a no fail mode. You can also toggle the shadow dancer Goldie on or off. Take a deep breath and get ready for your trip.





puzzling places



meet the devs!



Puzzling Places | \$15 & dlc

The highest rated game on Quest with over 2,000 reviews, Puzzling Places is a 3D jigsaw game, bringing a centuries-old pastime into a new epoch.

A polished zen experience with gorgeous ambient sounds, it gives you 20 photogrammetry jigsaws to piece together, plus monthly packs you can buy. You can choose several levels of difficulty from easy 25-piece to the most challenging 1,000-piece puzzles.

An update to coincide with the Quest 3 launch brought two-player multiplayer to the game for the first time. Now you can put the pieces together - together! There's now hand tracking, too, in addition to mixed reality features.

One of the elements of the game and unique to VR is the ability to go inside the structures on many of the puzzles, like the magnificent Buddhist Blue Temple in Thailand or the exquisite churches of Catalonia. It's astounding to travel into the finished image and just marvel at the level of fine detail.

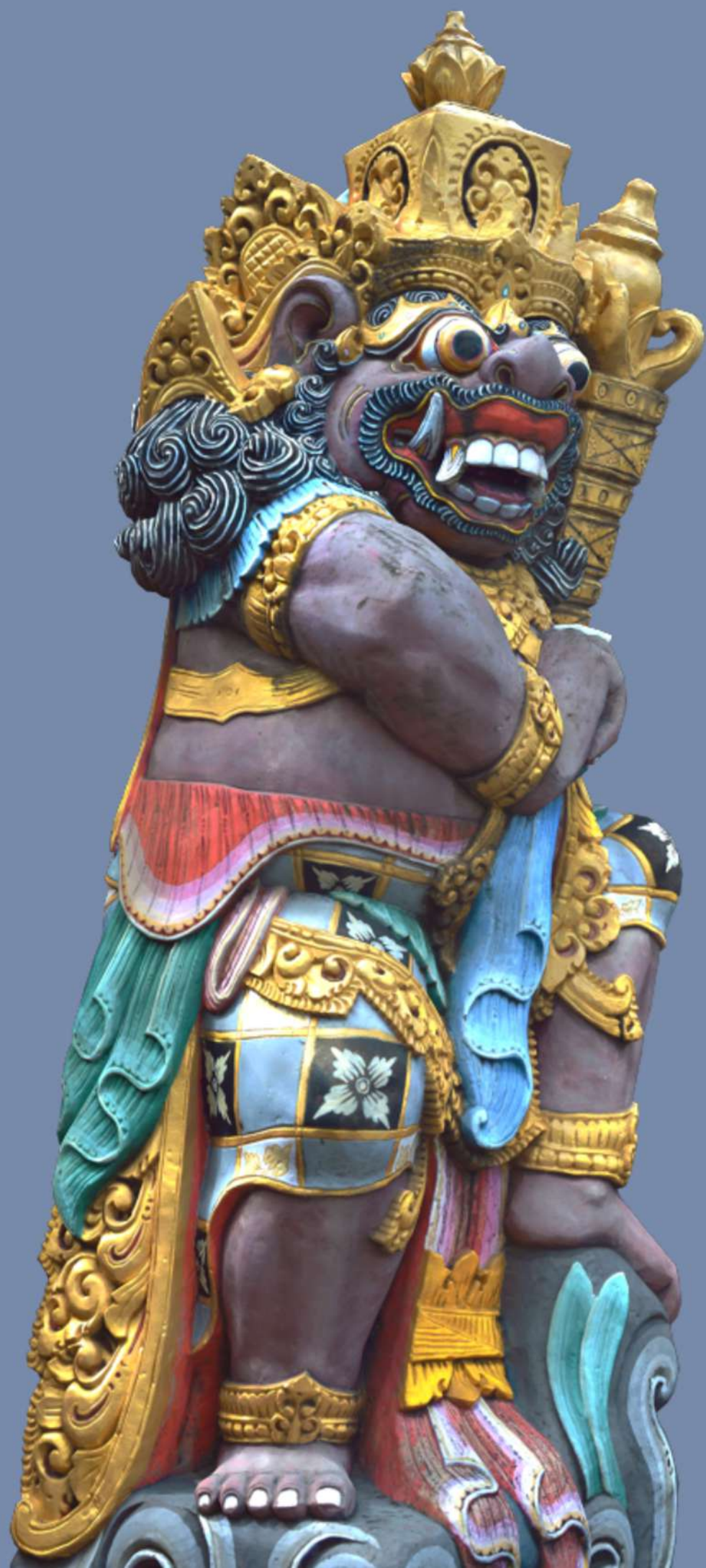
Developers **Shahriar Shahrabi** and **Azad Balabanian** are passionate about cultural heritage and that's reflected in the choice of content, from the Mar Saba Monastery in the West Bank to the Hallwyl Museum in Stockholm, Sweden.

They publish a regular blog and podcast that delves into the background once your interest is piqued after hours spent looking at the incredible locations.

Not all of the puzzles are focused on historical places, though. There are all sorts of fiendish brain teasers featuring everything from the Mars Desert Research Station with its many awkward-shaped pieces to the Karashiburi Furisode kimono with devilishly difficult pleats.

There are over 100 puzzles available in total providing hundreds of hours of play time. Highlights include the Monastery of Batalha with dynamic puzzle pieces that change colour and the Behind High Walls pack that has intricate moving elements, like castle flags flying in the wind. There are also some amusing easter eggs dotted around (200+ pieces only) to reward the dedicated player.





eleven table tennis



Eleven Table Tennis | \$30

This is some serious ping pong club. With 600,000 registered users, Eleven table tennis now hosts well over a million monthly multiplayer matches – that's almost 50,000 a day.

One of the world's leading sports simulators, you can play in real-time with anyone from China to New York. It also has an incredible AI for solo play that goes from Easy to Legend.

'There are no tricks. This *is* table tennis,' says **Roman Rekhler**, co-founder of New York-based For Fun Labs. 'There have been so many iterations of Pong since the Atari. Now it's 'how close can we get this to reality?' he says.

Now the game has introduced a mixed reality mode, an incredible update that frees players to swing without fear. It takes advantage of the colour passthrough of the Quest 3 but can also be used on Quest 2.

The fact that there is no more stopping to pick up the ball means that the play is relentlessly addictive.

But how, in one of the world's fastest sports, did the developers manage to pull off the long-distance real-time trick?

A typical shot travelling at 25 mph takes on average just one quarter of a second (or 250 milliseconds) to cross the table. Turns out it's a case of using ingenious sleight-of-hand to shave milliseconds off the perceptible latency of the game.

'Ping ball' launches a second ball from your impact point and with some fade-in and fade-out creates a clever illusion of synch.

Climb the rankings and enter official tournaments. You can watch the finals and some expert tutorials on youtube. You can even 3D print a paddle.

Roman has another insider tip: 'The better a player is, the less they feel rushed. Studies have shown their brain is less active in terms of sugar usage. In other words, they are not stepping on the gas – just the opposite. Their body moves before they consciously think what to do,' he says.





walkabout minigolf

* also in beta for iphone



Walkabout Mini Golf | \$15 & dlc

Whether it's out of this world at Tethys space station under Saturn's rings, or bumbling around a rainy graveyard in Original Gothic, this is the craziest of crazy golf with incredible physics.

Consistently rated as one of the best multiplayer games, this gem from Texas-based Mighty Coconut delivers a variety of gorgeous courses to idly wander around as you putt and chat - and all with a single controller.

But Walkabout is a lot more than that. You can float on a raft or ride a sea-turtle or fly through the air above the greens to get a bird's-eye view.

Unlock night-time harder versions of all the maps by hunting for ten lost balls (or scoring under par). Then you can play treasure hunts to find hidden putters.

The base game has been enriched since launch with an incredible series of innovative add-ons as cheap DLCs. With the unlocked courses there are over 700 holes!

The Lost Cities series brings the underwater magical realm of Atlantis, the rainforest of El Dorado, the Tibetan mountain city of Shangri-La and the vast lush Gardens of Babylon. The vast Egyptian-themed Temple at Zorzura is set in the Sahara desert.

There's imaginative tie-ins, one bringing to life Jim Henson's Labyrinth, the other set on the island of the game Myst.

Sweetopia is candyland and Upside Town plays with gravity. Jules Verne specials include 20,000 Leagues Under The Sea, Around The World In 80 Days and Journey To The Centre Of The Earth. There's a 007-themed Laser Lair and Alfheim, Land Of The Elves.

Back at the ranch there's a driving range replete with cocktail bar and a practice green. Click 'grip to putt' in settings and you'll never accidentally hit the ball again. You can even replay that hole-in-one. To zoom around the course just aim your putter at the sky and push your thumbstick forward and hold. It's the most fun way to go from hole to hole or just to take in the sights.



WALKABOUT MINI GOLF

NEW DLC COURSE:

MEOW
WOLF



assassin's creed nexus



Assassin's Creed Nexus | \$40

Ubisoft's famous franchise is a slam-dunk for VR, an über production with a huge campaign combining 16 missions, spectacular worlds and a solid and dramatic story.

Nexus is seriously impressive in its sheer size and scale with free climbing, thriving villages and an incredible level of detail. Traversing the rooftops of Venice or Athens and air assassinating an enemy will never get old.

You play Ezio, Kassandra and Connor, switching between Renaissance Italy, Ancient Greece and Colonial America that are brought to vibrant, colourful life. It's full of sounds, activity and people. Just looking around is a joy.

It's clearly been designed for all comers with an unparalleled suite of comfort options and the game is child's play with hand holding through most of it. It's virtually impossible to get lost, tricky to miss a shot, difficult to fall and hard to die. The puzzles are basic and the combat is virtually without jeopardy.

But that's ok - VR needs massive titles for everyone to enjoy and it's highly entertaining and beautifully realised.

By far the most fun and challenging way to play is to abandon your weapons altogether and go pure stealth - killing only with your hidden blade - while searching every nook and cranny for all the collectables. These are the rift coins, platinum and historical constructs. There's also silver (shooting challenge) and gold (parkour challenge).

There are some standout features. The eagle-eye view is a 'wow' moment, allowing you to gaze down at the whole map as the characters continue to go about their daily lives. And the iconic 'leap of faith' is perfectly executed, spreading your arms wide to jump.

It's a shame that it takes Assassin's Creed Nexus so long to get going with a tutorial that goes on for what seems like hours. But later gameplay makes up for it with higher difficulties and greater enemy numbers. All-in-all it's a fine experience, if not quite the killer title it wanted to be.





moss I & II

**Moss I & II** | \$20 & \$20

'Your time has come at last, dear Reader' says the narrator as you open a dusty book in a candle-lit Cathedral. Here begins your bond with Quill, a young mouse, whose excited squeaks and cute high-fives will melt your heart.

She uses pantomime and even sign language to communicate as you navigate your hero through temples and castles. Sometimes you just want to stop and gawp at the beautiful scenery, so drop-dead gorgeous are the dioramas.

You control her in the third-person but can interact with the environment to help solve puzzles.

Moss Book II, the sequel to the much-loved original, sees the adventure continue in a longer campaign with new characters, mechanics and weapons.

And it's a truly magical journey from Seattle-based Polyarc. Puzzles are simpler and battles less intense than the original, but the scenography is even more breathtaking.

There's even a couple of real tear-jerking moments from your intimate emotional investment in a digital rodent.

As the adventure progresses her trusty sword can be swapped out for a giant hammer (an amusing weapon for a tiny creature) and a throwable circular blade that can boomerang back to her hand.

There are whole new environments that look and feel fresh. Incredible vistas open up that are worthy of any cinematic measure. Look close and you are rewarded time and again with thoughtful ornamental details.

From the epic final battle with the serpent at the end of the first chapter comes a new set of foes on an even grander scale.

And the story wanders into unfamiliar territory with perplexing perspective shifts and mirrors that add a welcome layer of complexity. You can play Moss Book II without any knowledge of the original but you'd only get half of some of the best VR has to offer.





the climb 2



The Climb 2 | \$30

Take it to the top with one of VR's best showcase titles. With legs trembling from virtual vertigo, overcome sweaty palm fear to execute death-defying leaps in this free solo epic. Just don't look down.

A great game to pick up and play with simple controls, you are immediately rewarded with breathtaking vistas.

Developers Crytek have been perfecting The Climb since 2016 and it shows. In this sequel it's the city skyscrapers that take top billing - a totally different experience to the stunning landscapes of the Alps, Bay and Canyon levels that came before (and are updated here).

It's terrifying clambering around window frames, a rotating billboard and elevators in the dim light before dawn.

But it's the frozen wastes of the North which are perhaps the finest challenges. Creaking ice, a howling wind and chattering puffins accompany your ascent.

Throw in a family of polar bears and an Arctic wolf prowling around an abandoned airplane and the experience has really reached its dazzling pinnacle.

And it's all these details that set the game apart. An eagle suddenly flies out, a rattlesnake is poised to strike, a hang glider passes overhead.

Fly down ziplines, along creaking steel grinders like monkey bars, grab on to precarious ladders and take your life in your hands on fraying ropes. No wonder your character is always heavy breathing.

There are fifteen environments in total with multiple paths on easy, medium and hard mode. It's a proper arm stretching exercise as you ascend into the clouds.

Once you've mastered casual, you can play in professional mode to complete challenges which adds the dynamics of a stamina bar and chalk.

Although chalking your hands can provide a welcome break you can eliminate the need by perfecting the two-finger (or half-press) grip. Woo-hoo!





i expect you to die 1,2 & 3



I Expect You To Die 1,2 & 3 \$25 each

Why change a winning formula? From the spectacular opening credits sequence to the top-tier voice acting, from the gentle comedy to the pitch perfect puzzles, I Expect You To Die doesn't put a foot wrong.

It's the first VR title to have a three-quel - deservedly so - with six new episodes of the spy novel escape room bringing the total to 20. The quality from Schell Games is the same across all three titles which you can play in any order.

You will perish repeatedly but the difficulty level is perfectly weighted to push you all the way to a triumphant solution. There's trophy hunting, collecting souvenirs and side missions.

The original IEYTD came out all the way back in 2016, introducing us to the super-villan Zor. In the very first puzzle you have to drive a car off a plane destined for Zanzibar, and it set the tone for the wacky and warm humour that the series is known for.

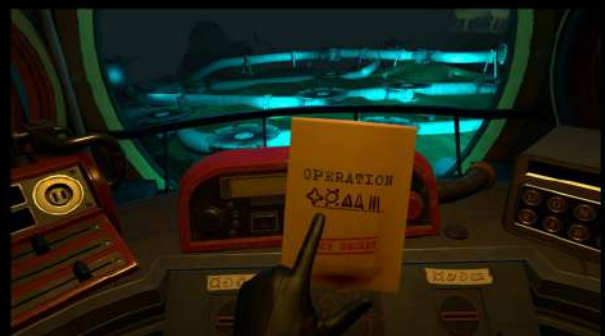
Operation Deep Dive, set in a submarine, is perhaps the toughest assignment of the original.

The second title, The Spy And The Liar, brought us the story of actor and celebrity John Juniper and opens in the theatre with you as Agent Phoenix playing a stage hand.

It's scientist and inventor Dr Roxana Prism who comes to the fore in the third installment, Cog In The Machine. She was behind the implant in your brain that gives you telekinetic powers (and allows you to play VR puzzle games while seated).

Her wisecracking robots are out to thwart you in the latest adventures which take you from a ski-lift in the snow-capped mountains to a showdown with a giant squid.

Becoming an elite super spy means you are never far from cigars, champagne and some delicious cakes. The downside is that it might make you tear your hair out, but infuriating has never been so much fun.





tea for god



Tea For God | \$20

The astonishing pure immersion that you get with 'impossible spaces' is another level of virtual gaming and Tea For God has taken it into a league of its own. This is something special.

With mechanics that can only work in this medium, it creates an illusion of the complete freedom to physically walk (and stoop, crawl and run) through an alien world with tentacled airships and vast bleak spaces. It even dispenses with controllers altogether if you want to play with finger guns. Just you and the strange interstellar universe (while you are walking in circles on your living room carpet). Total liberation.

It's an unfamiliar territory, with scuttling little robot spiders and bizarre atmospherics. The gloriously intelligible maps with mystical symbols offer little help in the endless maze of corridors. Step on to a platform and you are transported across space, gawping at the surreal realm you have landed in. Ride elevators to unknown destinations. It's a multi-level and lengthy campaign.

Tea For God uses non-Euclidean geometry, a trick that remembers Doctor Who's TARDIS - bigger on the inside than it is on the outside. The game will expand and contract to fit your space using procedurally generated levels. It will even measure your distance travelled.

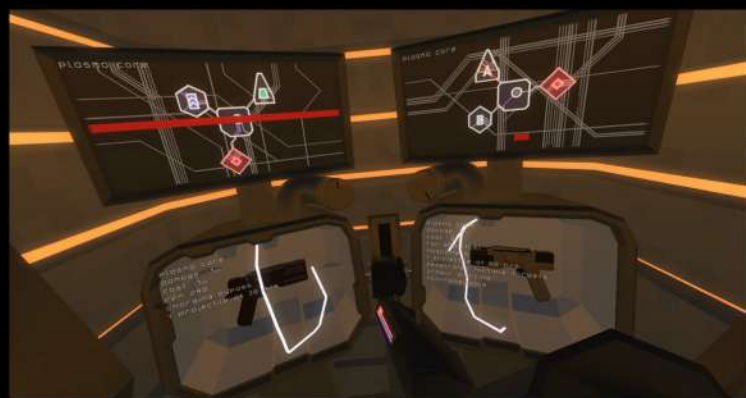
'You can just walk for miles, it generates the world in real time. It's actually a bit of smoke and mirrors' says solo developer [Jarek Ciupiński](#) aka Void Room.

The bigger your play space the better but the minimum is 1.8m x 1.2m. One tip is to make your boundary, open the game and then disable it in developer mode to avoid virtual walls appearing. (You can play with joysticks but it defeats the purpose).

You can customise to play a checkpoint-based arcade mode or roguelite, with modifiers like invincible (infinite health), desolated (no robots) or mean machine (faster hostiles). New content is coming.

Tea For God deserves to be recognised when the history of VR gaming comes to be written. Buy it now so that we may see more of this black magic trickery.





dungeons of eternity



Dungeons Of Eternity | \$30

The clang of the axe, the holographic map that opens for all to see, the look-to-fast-climb, the masterful level design and secret rooms - Dungeons of Eternity was made by veteran VR devs at Othergate and it shows.

It looks fantastic (an enhancement for Quest 3 is already out, too) and is a riot either solo or in co-op for up to three. Tool up with an axe, broadsword and bow and pile in to obliterate skeletons, zombies, mages and ice hornets.

Melee and range weapon combat is top-notch and the physics are on point. Find treasure chests to unlock a plethora of potions and weapons. There are more keys than you imagine, so hunt around.

You can peer through doors to see if they are worth looting. Chests with the biggest spikes have the best loot.

There are three game modes and each one helps you level up in different ways. The best is Dungeon Raid (red).

In it you have to retrieve a drone and it yields the best weapon blueprints to forge back at the base. After you reach level 24 you'll finally start to see the legendary weapons.

Crystal Hunt (blue) gives you points to spend on your exosuit. The key here is to get to the Vitality perk which will recover health over time.

In Soul Harvest (green) you have to mark enemies with your staff and kill to collect souls. Souls unlock potions, like haste, which enables you give the zombies the runaround.

You can adjust the difficulty and there's a massive range of cosmetics to find. It's great fun seeing others in their garb (although why can't women have beards?!)

Othergate have a roadmap for building upon their hit title including new monsters, new chambers, endgame features, assignments and challenges.

For now you can sit round the fire back at base for a drink. Thrilling and classy.





genotype



Genotype | \$25

Genotype opens with you, an intern at the South Pole, crashing through the ice in your truck and landing inside the secret and abandoned Snowdrop Initiative laboratories. Alone. Your only contact is with the voice of William, the facility's last human survivor.

'We found a fossil in the ice,' he explains, as you trek through the howling winds of the freezing Antarctic. 'From its DNA we recreated hundreds of species of flora and fauna, but the ecosystem took over. Those who didn't die from the creatures died from the airborne poison. It's already in your bloodstream. The spores will reach your brain within a day and you'll die.'

Unless ... you must find nine DNA samples to have any hope of surviving. William has a plan. Each are well hidden through the vast maze of rooms in the research centre, divided into four big areas and connected via a 'tubelink' network. You have a map which shows your progress.

Exploration and figuring out how to unlock inaccessible areas is key.

A big feature is the unique bio-weaponry. Using blueprints found around the base, your glove can grow wondrous creatures with a variety of functions. Some serve to kill, others to open new perspectives. You'll come to rely on your new friends - 'their cells are alive but they have no brain' - as you go deeper into the facility.

Aside from blueprints, you find tokens - essential to pay for weapon upgrades - and the purple genomass, which is your currency to craft ammo, medical syringes, bombs and more. Looting is fun and injecting your finds into your gloves is super satisfying.

Combat isn't a constant but you'll need to be ready to face down a myriad of sci-fi bugs and some freaky superbugs.

Genotype is atmospheric, looks fantastic and movement is glidingly smooth. It's a cool place to hang out - literally - over the course of a lengthy campaign.

Bolverk Games, a small studio based in Copenhagen, Denmark have crafted a top title in the canon of action adventure games. And there's even some penguins.





green hell vr



Green Hell VR | \$30

Swimming, building, bandaging and leech-pulling. Exploring, hunting, munching and crafting. Green Hell takes you deep into the Amazon on a journey that slowly reveals itself through visions via the ayahuasca spirit medicine.

Choosing from 'tourist' to 'king of the jungle' (with or without jaguars and aggressive tribesfolk), it's an opulent and realistic survival tale, graphically as lush as the forest and impressively authentic.

It's a tough gig playing anthropologist Jake Higgins, a constant battle against starvation and dehydration, poisoning and predators, all while free camping and fire lighting as you fight against the wild. Play in story or survival mode or try the timed challenge with leaderboards.

There's beautiful, challenging and extensive maps to explore and the engaging main campaign - which has multiple endings - is extensive. There's an more expansive version on PCVR but the standalone version is impressive.

Once you've completed the story you can play in survival mode with endless roaming. Or try the timed challenge mode with leaderboards where you must build a raft, make campfire, a campsite or collect meat as a hunter. A four player co-op mode has been announced but no date set for release.

A free 'Spirit of Amazonia' (Chapter 1) update added a prequel story where you must gain the trust of the Mu'agi tribe.

Find hidden stones with messages, give fallen tribes people a good burial and rescue others before the chief will speak. You can toggle your position on the map on or off depending on your chosen difficulty.

Although the big cats are the most dangerous foes in the game (along with the humans) some might find the spiders more frightening.

Thankfully players with arachnophobia can switch them off in the settings. You can also disable the HUD for full immersion. A quality title from Polish studio Incuvo.





GHOSTS OF TABER



trust no-one

Ghosts Of Tabor is a brutal military sim with a player base of over half a million

MEET THE DEV
SCOTT ALBRIGHT

'I've had a lot of sleepless nights but I'm in the office every day on the ground with the guys. I'm frontline. I still take that from the military, I very much lead from the front.'

Ex-US army and CEO of Combat Waffle studios, Scott Albright, is talking about life juggling a three-month-old baby and the official launch of their game, Ghosts of Tabor.

A 39-year-old father of three, Scott is a laser-focused no-bullshit proud American on a mission. The title he and his team have created has, within a year, attracted 500,000 players and raked in \$10 million in revenue while still in early access.





VR Awards Game Of The Year 2023



Scott Albright

Ghosts of Tabor is a multiplayer military simulator literally drawn from the fields of combat

It was his military background that led him to develop one of the most talked about games of the genre.

'I'm prior law enforcement and military with the US army. I was assigned to the 2nd infantry division and 101st airborne in the US army on active duty, until I got a medical discharge in 2012 which I did not want, but ... , ' he tails off.

The 101st are known as the Screaming Eagles, and according to a former US Secretary of Defence, the 'tip of the spear' as the most potent and tactically mobile division of the US Army, working in the harshest environments fighting behind enemy lines.

He, understandably, won't be drawn on further details, suffice to say that:

'I served my country in the way that I served it, I was overseas, and the experiences that I gained there are the experiences that I bring to you all.'

Ghosts of Tabor is a multiplayer military simulator literally drawn from the fields of combat, an attempt to replicate the sensation of battle.

'Really the biggest experience is the adrenaline rush you are getting when you are in a firefight or in a high tense situation. Learning how to control that mentally and physically, to be able to come out on the other side.

'It's a lot to try to figure out how to translate. I think we were able to do it pretty successfully because I still get those feelings when I play the game.'

Scott says that his ultimate goal is to go to the Department of Defence with a stripped down version 'as a training tool for my military brothers and sisters'.

'That's the roots of developing Tabor with the most realism you can get when it comes to weapon handling.

'I took a friend of mine who had never touched an AK-47 in his life ... I gave him a headset and he played Tabor for three days, only AK ... came back, I put an AK in his hand and he was able to fully function an AK in real life', he says.

A few things set Ghosts of Tabor apart from other VR shooters. One is the sheer number of weapons, each one crafted as exact replicas.

Also, unlike most multiplayer shooter screamathons, most Tabor players

have their mics off. Talking and breathing can give you away so most of the sounds you will hear will be gunshots and footsteps.

As an extraction shooter you loot, kill and must get back to base without dying. It fills a gap as the only game with simultaneous player v player and player v environment mechanics where you can get shot by either an AI, known as Fenix, or another player.

As a result of the multi-million dollar sales, Combat Waffle have just moved into a brand new 1,200 x 9,000 square foot office in Florida and original nine staff have grown to 35. But the speedy success took them all by surprise.

'When we started this we never thought it would get to this size. At one point we actually got down to the end of our budget.

'the most realism you can get from weapon handling'





'We'd all agreed to take a month of no pay. And then our publisher, Beyond Frames, stepped in and helped us out big time. I had other publishers tell me 'no-one will ever play your game, it's a stupid idea'. And now they are knocking down my door,' he says.

So how has the title become such a fast-growing phenomenon? It launched on App Lab, the unofficial store of over 2,000 experimental titles which is often a graveyard due to lack of exposure.

'It's really only us and Gorilla Tag [that have generated sizeable revenue]. I did nothing special. I focused on marketing, I focused on merch, I focused on good branding.

'It's possible to make it if you make a game that people actually want to play. Do something new, do something unique that is missing from VR.

'I think App Lab is the place to go first. You need to test your game with the masses and App Lab gives you that opportunity,' says Scott.

Combat Waffle's promotional strategy was also unconventional, allowing the buzz about the game to grow organically.

'I think if studios would stop catering to these super large youtube creators and paying them thousands of dollars and let the little guy have a shot to build their audience, I think you would see a big change on App Lab.

'The big creators we don't look at, we blackball you, we are not letting you play the early access. We are going to let all the little creators come in. And they will put out videos every single day just because they love the game. The little creators, it's a passion for them', he says.

Ghosts of Tabor finally launched officially on the Meta Quest store on February 8. Three weeks later the first of a series of major content updates was released.

Matka Miest, which is based on an Eastern European city, has new interior locations and can now be played in the daytime as well as at night. The original plan to expand the city became so big it spawned a whole new map, a fourth, called Matka Underground.

So what does the future of Tabor look like? Scott says a fifth map will launch in August, an enormous shopping mall.

The team are planning to release 11 maps in total.

'There's a lot coming, crafting and maintenance mechanics. There's still a lot to do, this game is nowhere near finished. We are barely halfway through what we want to do,' he says.

Players seem to be split as to the increasing trend to focus on the non-raid part of the game. While some welcome the downtime growing weed for medical supplies, making ammo and looking after their gear, others prefer to jump straight to the action. Scott says you can do both.



Matka Underground



'We are on the ground floor of VR. And what's more exciting than that?'

'This game is meant to be hard. You are not only meant to be in raid looking for items but we also want you to have ownership of your bunker. A lot of people just want to spend all day in raid and just hunt players. That's great, you can do that in raid.

'But we want it to be bunker-centric too, and that is a grindfest. The game has so much more to offer than just hunting players. This game is only going to get more challenging and it's going to get harder with a new mission system that's coming.

'Missions as they are now are filler content, they are just examples of what will be there. Some people want it to be a more arcadey shooter style of a game, but the reason we are so popular in my opinion is that we offer that grind, people wanted something to accomplish.

You have consequences and ownership of what you do and the direction of your play style. It's a different beast,' he says.



His team are already busy on two new titles, Grim and Silent North. Grim is 'like Rust but on Mars' and due for release this year. Set in the Swiss Alps, Silent North is 'basically DayZ in VR' and is slated for 2025.

But reflecting on the meteoric rise of their first game, Scott is more than satisfied with his work thus far.

'I think every person on the planet wants to leave their legacy, they want to leave their mark. I'm happy to say that if I died tonight I could know that for 500,000 people, I touched their life in a positive manner.

'And in 20 years when VR is this great big giant thing I'm happy to have been one of the people that were there to help start it. That right there, that's worth doing. We are on the ground floor. And what's more exciting than that?'

*** Ghosts of Tabor is available on the official store priced \$25.**



podcasts!



Use the QR code to read interviews with all the developers featured in past editions wherever you see **meet the devs!**



meet the devs!

**TALES FROM AROUND THE WORLD! SWITZERLAND | SWEDEN | ITALY
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HOLLAND | BELGIUM | ISRAEL | CANADA | SPAIN | WALES | USA | ESTONIA**



REVIEWED!
200 GAMES!

REVIEWS

multiplayer games!



Breachers | \$30

Three minutes. It's all over. Three minutes. Go again. Like an attention deficit disorder, Triangle Factory's good-looking tactical multiplayer shooter has got you in its sights.

Rinse and repeat with your five-person team to either defuse the bomb (Enforcers) or defend it (Revolters). It's a mix of stealth and action, planning and teamwork with a wealth of cool gadgets and weaponry at your disposal.

There are six maps - the breathtaking Skyscraper, Factory, Hideout, a multideck Ship, Arctic and Killhouse for team deathmatch. Rappel, blow up walls, set traps, fly drones, swing through windows, go invisible, crouch in silence, or go all-out blazing. Intense.



Blaston | free

3 ... 2 ... 1 ... Blaston! The genius of this duelling multiplayer that it is mute, creating the social mimes of bowing, waving and fist bumping as you face off like gladiators on neon podiums in front of a cheering audience.

Blaston is like a non-aggressive fight with an array of toy weapons that deliver slow motion scatter bombs and splats over three quick rounds.

You need both tactical quick-thinking and premeditated skullduggery as you chop and change your arsenal of everything from big pink balls to ice lasers between matches. It's deceptively energetic, more like a workout. There's an updated passthrough mode and a fully-fledged single player campaign.

Vox Machinae | \$25

There's nothing quite like jet-jumping around alien landscapes and feeling the bone-crunching weight of your rust bucket as you try and take out a dozen others doing the same. A page out of H.G. Wells' War Of The Worlds.

REVIEWS

one v one multiplayer **games!**



Glassbreakers | **free** & in-app

Glassbreakers is a one v one multiplayer table top battle featuring the wonderfully animated creatures beloved from Polyarc's top-rated Moss games.

The aim is break your opponent's glass base while defending your own with a trio of mini warriors who each bring their own special abilities. Your starting roster of champions are Brel, a crossbow-wielding rodent, Gwendoline, a cute oversized hamster in armour and Naji, a charming ninja mouse.

It's fast-paced and strategic and each round is all over in minutes. The action is addictive, as is the urge to level up and unlock new characters. This can be done with microtransactions but, crucially, also by grafting.



Miracle Pool | **free***

Simply one of the best mixed reality games out there, Miracle Pool has changed the way you can play.

Pixel Works, the makers of the excellent Black Hole Pool sim, have created a simplified version that does away with artificial locomotion.

Easy to pick up and with incredible physics, it's just like the real thing. Just plonk the table in your room and invite a friend (or random) to come over. You can walk around the table and even move it without upsetting the balls (so it works even in the smallest spaces)!

Play 8-ball or 9-ball under APA rules. You can play solo against AI too.

** will be paid on official release.*

Chess Club | \$15

Play novelty battle chess in Stonehenge with animated pieces or a classic game in the Grand Palace. There's competitive multiplayer from 5 minute blitz to 30 minutes tournament or custom AI up to Grand Master. And all with hand tracking.

two player co-op games!



Arizona Sunshine II | \$50

Yes it's pricey and yes it's another zombie-themed VR adventure but seven years on from the original this long-awaited sequel delivers.

With extraneous fun to be had that you only find with top titles - want to try on Fred's discarded crash helmet? - it's a fine-tuned tale in solo or co-op.

Both script and voice acting is top notch, as quality as the exploding heads. But the real star of the show is Buddy the German shepherd, a companion unlike any other in VR. Good boy!

There are ample collectables and 40 weapons to find. Rank up the difficulty on apocalyptic settings. And there's a horde mode for afters. Gratuitously great.



Drop Dead: The Cabin | \$25

It's intense, it's the 80s, it's zombies and it's co-op! Rock up in your comedy meta avatar garb and work together to get the hell out of The Cabin!

Pair up armed with an array of revolvers, assault rifles and pitchforks and join in the mayhem. Do a high five to revive your partner or feed them milk!

Kills win points and points open doors, crates and sheds in an ingenious map design by Soul Assembly. Find the trio of fuel cells and keep the generator going to light the beacon and call for help. The end-game is extraction but it's a tough old road and non-stop action.

Now you can also play *Home Invasion*, a mixed reality solo update.

Till Tomorrow | free demo | \$10

You awake shipwrecked on a desert island - hungry, thirsty and in need of shelter before dark. With just your wits and what you find around you, can you survive? Till Tomorrow is silly, it's low-poly and it's great. Now with multiplayer!

more two player co-op!



Espire 2 | \$30

In this stealth action title you are Poe, an operative who can embody two *frames*, the short Sooty or the six-footer Sinder.

There's lots of climbing, looting, sneaking around in vents and hiding bodies across the impressive maps while using special abilities to see in the dark, through walls and map enemy movements. With voice commands, shouting 'get your hands up' never gets old. Stay frosty!

It's really three games in one. A new mixed reality mode takes over a whole floor of your house. There's a meaty seven-mission solo and separate four-mission co-op campaign. The plot is as daft as the AI but it's all good fun. And there's 13 mini missions - Espire Ops - for replayability, with leaderboards.



Hellsweeper VR | \$30

There are not many games where you can do a backflip while shooting multiple fireballs at flying heads then summon your hellhound with a squeaky toy.

Singapore studio Mixed Realms have mashed up every known movement mechanic - somersaults, wall running, sliding, jumps, air dash, sprint, bullet time, teleport - with fiery swords, icy shards, pistols, magic, lasers, levitation and a broom. Thankfully it doesn't take itself too seriously and leaves you to conjure your own crazy play style at will.

Do the eight-step tutorial in the Hall and dive in. It's a long grindy road to unlock 25 levels. Graphics are subpar but it's a tonne of fun. An all-action roguelite with two player co-op.

Windlands 2 | \$25

Windlands 2 is a sequel to one of the original swing, jump and run adventure games and the locomotion still feels great. There's co-op, archery and a lengthy campaign. A Quest 3 enhancement has brought the graphics up a notch, too.

yet more two player co-op!



Ancient Dungeon | \$20

Never has a pixelated wailing zombie ever felt so threatening. Solo developer Eric Thullen even has a content warning: 'contains blocky dismemberment and blood'!

Now with multiplayer and a Quest 3 update, Ancient Dungeon feels fresh. Smash everything, pick up loot and power-ups, and be prepared for a lot of close combat.

Go further with each run into the dark randomly generated dungeon, armed with a sword and throwing dagger against evil poison-spitting plants, bats and jumping bushes in the Overgrown Gatehouse, on to the fire creatures of the Forgotten Library, the Luminous Mines and beyond.



Zero Caliber: Reloaded | \$25

Hungarian indie studio XREAL Games launched the original Zero Caliber in 2018 and the story-led military shooter has been developed ever since.

The standalone Quest version has had an impressive 16 updates since launch, including a zombie hoard mode with extra levels in addition to making mod levels available on standalone.

It already has a clean sweep of single-player campaign, co-op, pvp and survival options.

A solid, good-looking arcade-like shooter, it oozes polish. There's a sheen to every weapon, a snap to every attachment and detailed environments. Test your mettle in veteran mode.

Mothergunship Forge | \$20

Mothergunship Forge is a wave shooter where you build bespoke guns and weapons which get bigger and more ridiculous as you go through your run. There's single player, sandbox, endless and co-op campaign.

vr and non-vr multiplayer!



Carly and the Reaperman | \$20

Our green-haired heroine Carly arrives at Sunrise Avenue train station. She hops off on to the platform. Your massive grinning skull looms into view and your huge bony digits dwarf her tiny hands. You fist bump.

Developed by Odd Raven studios, it's a genius concept. The game is optimised as a two-player remote online co-op where one plays Carly on a flatscreen PC or mac while the other is the Reaperman in VR.

Aside from dressing up in comedy wigs, the Reaperman must employ blocks, torches and switches to help Carly as she navigates this fiendish 50-level platformer set in the supernatural world of the dead.



Acron: Attack of the Squirrels! | \$20

An oldie but a goodie from Resolution Games, Acron is an asymmetrical family party game. The player in VR is an old tree, defending itself from the animal creatures (others on phones) intent on stealing the golden acorns.

A minimum of one is needed to play against the tree but you can add up to another seven bots or people.

Each player has a different power - a squirrel can run, a beaver can build - as they lay seige, defending themselves with pumpkin shields or an Indian headdress. At ground-level it's a complicated terrain, whereas the tree has the advantage of height. Take it in turns to be the tree for silly fun.

Keep Talking And Nobody Explodes | \$10

Communication is key in this classic family and friends game. One dons the headset and is faced with a ticking time bomb while the others pour through a manual to decipher the codes. Frantic!

REVIEWS

horizon worlds multiplayer!

*you can also play these on mobile and web (in selected countries) at horizon.meta.com



Haunted High | free

Work together in a team of four in the abandoned school to outwit the ghosts in this co-op adventure made by Coatsink.

While some roam the corridors armed with blowtorches on a mission to eradicate an infection in the form of oozing blobs, others must stay back in the computer room monitoring the map.

Teamwork is key to avoid the ghosts getting the upper hand. Screams are guaranteed as you dash for the hiding places or shout out instructions.

Take too long and the spooks get angry. Get caught three times and you'll be kicked out. Your group can bring you back if they find more success.



Super Rumble | free

An arena-style shooter from Meta's in-house Ouro Interactive game studio, Super Rumble is a fast-paced rollercoaster of a ride.

There are seven weapons to find. Dual wield pistols, brandish a deadly sword and wreak havoc with a grenade launcher. There's plenty of places to hide and sneak.

Equip superpowers, level up and complete quests to unlock cosmetics.

It's the trash-talking chaos you'd expect from a free multiplayer and there's going to be a sadly inevitable toxic element. But it can be a lot of fun with friends and is a flagship world for Meta's nascent metaverse efforts.

Spy School | free

A simple platformer to race against up to eight people, Spy School is hilarious if only for the dying sound FX when one player falls. The rooms are randomised in this competitive obstacle course with leaderboards for fastest times.

REVIEWS

co-location MR multiplayer!



Saber City | \$5

The first of a genre, it's multiplayer co-location passthrough duelling! Silly, experimental and pioneering!

You need two headsets in the same room. Then choose from four characters to play: skull tsar, cowborg, saber sentinel or skylord.

Don a helmet, grab a shield and wield a light saber, pistol, spinning hammers, crossbow or spear and attack! Matches last a couple of minutes each. It's amazing to see your opponent in the real world with a superimposed helmet that lights up when taking a hit!

First person selects 'Start Game', second selects 'Join Game' then touch controllers for a few seconds to calibrate. Switch weapons by holding the trigger and pressing forward on the thumbstick.

It's a physical combat game but as you can see your surroundings there's no risk of hitting walls. You can now download an iPhone app and control a drone against someone in VR!



requires sidequest

Spatial Ops | free open beta

Here it is - the first competitive multiplayer shooter in passthrough! A free experimental title from the veterans at Resolution Games, Spatial Ops makes room set up as painless as possible.

Map your entire home and save for next time - the dial-up modem and floppy drive audio FX as you do this is a nod perhaps to how far gaming has come.

Add barriers (ones with windows work well), crates and boxes. Then make weapon and enemy spawn points with a click and re-adjust on the fly. Just walking around your space will create the play area in easy-to-see white squares - a clever touch. Now your combat zone is set, let battle commence!

Play co-location with multiple headsets (up to eight players) with death match, domination, capture the flag and free-for-all. Grab larger-than-life riot shields, pistols, rocket launchers, assault rifles, SMGs and grenades. You can also play solo against the AI bots like big purple Greg and bright orange Vanessa! Spatial Ops is the opening salvo in AR wars.

multiplayer sports games!



Nock | \$10

A cross between archery, football and ice-hockey set in a minimalist stadium, Nock is a VR sport from Normal studio with a dedicated fanbase.

Fast-paced and funky, you glide or fly around the court trying to score in your opponent's goal in 1v1, 2v2 or 3v3 games, armed with a bow and three arrows. Shoot the oversized ball and you get an arrow back (or pick up packs) and dribble if you run out. You can create boxes to block shots.

You can pull yourself across walls and the ceiling with some of the smoothest movement in VR. The excellent Levels update has added 45 obstacle courses across five circuits for a solo challenge. Cool visuals and a futuristic vibe.



Blacktop Hoops | free & dlc

This is the future of VR basketball and rapidly becoming a go-to sports title. Finally, fluid mechanics that just work. Instead of you holding the ball, it sticks to you - clever. Dribble, shoot and even do crossovers between your legs.

Physically turn in place to execute spin moves and you can even hold on to the rim with a double-grip press.

Play public multiplayer with up to 4v4 (or private 1v1) from scrub to pro or practice against the AI in NYC, LA or Oakland. There's also comedy 8 foot and big head modes.

It's got a fresh cool art style, tunes and roasting commentary: 'You making that net like a noodle factory!' Slam dunk!

Racket NX | \$20

Mad futuristic neon-lit geodesic dome? Check. Wacky new squash-breakout fusion with tractor beam? Check. Your own music and level design? Check! Now ratified as a new sport by the International Racquetball Federation!

multiplayer tennis games!



Racket Club | \$20

Racket Club is a mash of tennis and squash for singles and doubles games with an innovative and brilliant system of getting more points for longer rallies.

It's excellent light physical exercise with a great community. You can do training drills to upgrade quickly and practice against the bots - Susan, Omar, bouncy Saira and the rest - in the tournaments.

Mixed reality is absolutely key to play without fear of hitting your walls or worse. A clever design means a doubles court will be four times the size of the space you need to play, 2m x 2m.

And when you fancy a break, you can enter the club watch some quality action. As a new VR sport it's a smash hit.



Court Time Tennis | free demo \$15

The key to a good VR tennis game is the physics and developer Eric Malafeew is obsessed with nailing it. Court Time Tennis is his follow-up to ProShot and it feels great.

There's a full training mode using a ball machine and you can make more fine-tuned customisation. The Pro version adds multiplayer with Meta avatars and you can play against a bot with free or automatic movement on grass, clay or hardcourt in the park or an arena.

There's an ingenious solution to remove the fear of smashing your walls, too, with an option to use mixed reality with a portal that can be adjusted in width and height, splitting the court between your room and a virtual one.

Slam | free demo | \$15

A fresh twist on rhythm games with tennis strokes in place of punches, Slam has a fresh look and addictive arcade-style gameplay. Land your shots on shifting targets. Limited tracks but now with PvP multiplayer and competitions.

REVIEWS

get fit sports games!

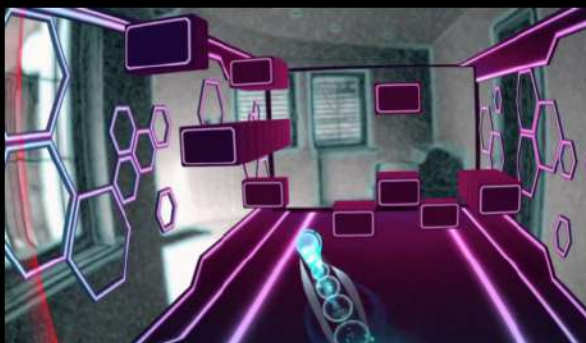


Holopoint | \$15

With its origins in the samurai of feudal Japan, Kyūdō is the martial art of archery. Holopoint, from Florida-based Azlan studios, arms you with a bow and arrow against holographic projections of blue sword-wielding and orange star-throwing ninjas.

Dodging and ducking, it's a fierce workout with squats burning your hamstrings and glutes. You begin in a minimalist dojo shooting cubes and shapes who fire back when hit. Drawing back to your cheek allows you to quickly reload from your quiver by reaching over your shoulder. Listen out for aural clues.

There's a zen Garden Update with 30 extra waves. Checkpoints are at every five levels. Warning: intense!



Thrill of the Fight | \$10

The undisputed heavyweight champion of boxing games, this is a serious workout - and now with passthrough!

It's a visceral affair with cuts and nosebleeds as you fight your way through the nine opponents to reach the championship arena.

A true roomscale experience, you'll be bobbing and weaving against bruisers like Ugly Joe and the Moneymaker. Real-life pugilists attest to the game mechanics as the real deal and there are bonus rounds against a zombie, a headless boxer and a ghost.

There's an exciting multiplayer sequel in the works from Sealost Interactive aka solo developer Ian Fitz. Knockout!

Cybrix | \$10

A frantic mix of Breakout and squash inside a neon rectangle, Cybrix is a real arm workout. Play through a 50-level campaign using powerballs and multiballs to smash through the blocks. Plus passthrough in endless mode!

REVIEWS

even more sports games!



Carve | \$20

Come into the cosy log fire cabin with your golden labrador puppy, a radio with snow reports and some old skool mixtapes on cassette. Choose your gloves and your board and you are ready to shred the powder!

Carve is a lovely, intuitive arrival on to the slopes. Crushy snow sounds, squeaky gloves. And then ... go! Flying over mumps, skidding over handrails, dodging rocks and snow-laden trees, you career down the mountain at exhilarating speeds. In time attack that's the objective - to unlock more levels from forests to caves and a new night mode!

Or you can go freestyle, then it's tricks and flicks. From the creator of 1080 snowboarding, published by Chuhai labs.



meet the dev!



Crazy Kung Fu | \$15

Pitted against a spinning Wing Chun wooden dummy, you dodge flashing blades, block and punch as you train under the wise man's (or woman's) watchful gaze. Can you be quicker than the human eye?!

Solo developer [Arnaud](#) from Field of Vision originally designed CKF for his own training as a practitioner of martial arts for 12 years. A pioneer in mixed reality, Crazy Kung Fu allows you to arrange digital assets in your room to build your own dojo! And now you can play in multiplayer!

There are 72 levels in this gamified fitness title with weekly training routines and tailored intensive sessions in a comic book style.

The Final Overs | free

Despite having a couple of billion fanatical fans globally, cricket is sport unknown to many. Get ready to be bowled over by The Final Overs, a passion project from the heart of one of the biggest countries, Pakistan.

fishing games!



Galactic Catch | \$12

A first game from animation studio Baobab – known as the Pixar of VR – featuring characters from their films.

A visual feast of cosmic dimensions, there's angling mechanics borrowed from other titles with the added crafting of lures, charms, decor and power-ups.

Fish at six locations across two planets with 60 species to find, from the purple *notsogreat panoplia* in the psychedelic Shroom Lagoon to the legendary *hornito* at Lava Lake.

It's simple and satisfying – don't let the Sleighray defeat you! – and you'll soon be filling up your aquariums back at Mac & Cheez's spaceship. A worthy title but could do with a difficulty ramp.



Real VR Fishing | \$20

It could be the cherry blossom falling into Lake Hosan as you cast the line. Or the rain falling as you fish from your boat in Chungju. Or a rainbow over the River Han as you chase minnows.

Whatever it is, everyone seems to fall in love with the simple bliss of Real VR Fishing. Yes, of course there is the drama of trying to land a mako or tiger shark, but it's the sheer tranquility of the photorealistic scenes across South Korea, the US and Japan that make this game special.

With a myriad of freshwater or saltwater locations and lure or float, you can fish with friends, compete in the seasons and listen to your own music. A journey mode adds missions.

Bait! | free

A older title that has been revamped as a multiplayer, Bait! is a simple arcade fishing game. In Caster's Cove you can play with up to 12 others or fish in private with four friends. The solo campaign has 60 fish to catch.

REVIEWS

racing games!



Driven | **free demo** | \$8

It's racing, it's multiplayer (private and public) and it's great. Driven is still in early access and there are issues but you can race together in go karts, SUVs, buggies, minis and cars around the city, desert or racetracks.

You have a rear view mirror, binaural sound, manual or automatic gears and virtual steering (thumbstick is optional). All the cars and over 100 tracks are open in multiplayer but need unlocking one by one in single player by finishing courses and earning credits by getting on the podium on rookie or pro.

Crashing can bug the steering - hold the wheel and press X to reset - but the core experience is realistic and challenging. And there's a third person drone cam.



V-Speedway | **free**

Buckle up for some arcade racing around Shanghai-esque city streets in this smooth driving game with lovely handling and drifting physics.

Italian dev Danjel Ricci named his studio Commuter Games as he says the journey to work is the only time he gets to develop on his 2013 laptop. His labour of love has now been downloaded over 500,000 times.

Go single race, time attack mode or free ride on multiple track layouts with AI drivers and competitive online leaderboards.

Look out for its direct successor, Downtown Club, coming later this year with multiplayer and more. Top gear!

Neodori Infinity | \$10

Colourful hi-speed techno arcade retro racing from V-Speedway's dev, Neodori Infinity is '80s in VR. First or third person, wheel or thumbstock controls. Drive across ten environments against a host of rivals.

physical action games!



Stride: Fates | \$30

Parkour is really about the ultimate fantasy getaway escape route and Stride: Fates has now built that into a fully-fledged single player campaign.

Executing a wall run while gunning mid-air in slow motion feels good! This is parkour with pistols, climbing and cat leaps, swinging from hooks and flying down zip lines. It's a physical game - you swing your arms to run, push down to vault and crouch to slide. It's a completely different beast to JoyWay's original title and superior in every way.

New levels plus manual reloading and double handed gun grip were added post launch, plus a MR mini-game.

*** The original Stride costs \$15.**



No More Rainbows | \$20

With a Gorilla Tag-style movement to physically run, jump and climb, this platformer from Canadian-based studio Squido is an impossibly colourful universe - and it's your mission to destroy and desecrate it.

You play The Beast, the Warden of the Underworld, who awakes to find their world has become a disgusting sweet-smelling rose garden of glowing princesses. Wipe the smile off their faces and begone thy infinite joy!

Pulverise their picturesque picnics! Mash their pink-hearted teapots! Crush their perfect picket-fenced playgrounds!

To The Top | \$20

To The Top is a platformer with an incredible amount of freedom of movement. Gaze and leap, fly and climb. Use monkey bars, grappling hooks, shuttles - the crazy movement mechanics are a joy in this older title.

more physical action games!



Next Move | \$20

An excellent addition to the physical platformer trend, Next Move dispenses with thumbsticks and instead you'll be running, jumping and climbing by waving your arms and turning in place.

A very cool art style with surreal fantasy buildings provides the backdrop as you leap into gondoliers, dodge big red bullets and shoot dive-bombing birds. There's a light puzzle element to figuring out your course and collecting bonuses.

It's dreamy and well executed. There are four tutorial levels and eight main levels using a range of the best alternative VR mechanics.

Impressive stuff from Czech indie Typico Games.



Outta Hand | \$20

They are perhaps the best hands in VR – huge, floppy, elastic ones! – ready made for springing yourself around this cartoon world, delivering satisfying punches to foes as you go.

A proper workout, Outta Hand is silly physical platformer and you are a silly blue head with tiny legs and Mr Tickle arms. Prepare your playspace and mind the TV! Propel yourself through the evil Dr Vendelvom's lab and save your fellow hand people. There's 37 levels over a four hour-ish campaign.

Developed by Capricia and published by the excellent Beyond Frames, it's one to play with a smile on your face as you flap your wings (did I mention the wings?) and grin at your reflection.

Somnia | free demo

Great demo of a fantastical adventure that does away with thumbsticks. Run, jump, climb and soar with your wings with physical actions. Sinister dark shapes lurk ready to attack. Fighting feels fluid and fast. Full of potential.

grapple games!



meet the dev!



Yupitergrad 1 & 2 | \$15 & \$25

The swinging Slavic Kosmonaut returns with his trusty toilet plungers, this time with more tricks up his sleeve. Fight intense arena battles against marauding drones, hit the jet propulsion to fly through long tunnels and glide underwater across a sprawling map.

From giant rubber ducks to supersized toilets, the comedic cel-shaded art looks great and it's exhilarating swinging through the obstacles at speed. Toggle to see the layout of the vast space station as you open up new areas and unlock abilities that keep things fresh.

It's all laced with delicious deadpan one-liners. Unique brilliance from Polish studio Gamedust, headed up by [Jakub Matuszczak](#).



Resist | \$20

Hear the whistling of the wind in your ears as you speed-grapple at night in the rain between the skyscrapers of the city of Concord, leading the resistance against Astra Robotics - 'Keeping Humanity Safe From Itself'.

There's euphoric high once you get the hang of swinging, leaping and generally jet-packing around. Zoom down to attack giant drones and indulge in a bit of billboard-hacking as spy Sam Finch.

The flying can be a little unsettling at first but there's a huge range of comfort settings (try detached camera mode). A Quest 3 enhancement really shines with gorgeous reflections and details.

Grapple Tournament | **free**

Now free-to-play, this stylised cartoon arena shooter is a blur of swinging, springing, parkour, climbing and running in a vertical combat. There's seven maps and a dozen weapons in multiplayer.

rock rhythm games!



Unplugged: Air Guitar | \$25 & dlc

A poster child for hand tracking technology, Unplugged takes the air guitar to its natural conclusion. If you've ever played Guitar Hero you'll know the sketch, lining up your fingers to the flying colour-coordinated chords.

The sensation of holding an invisible guitar in your hands is incredible. Vibe with the audience doing the sign of the horns and you'll even get panties thrown at you - get it wrong and you'll drown in boos and tomatoes.

Satchel from Steel Panther will guide you on your journey from playing dives like Satan's Whiskers to being a rock God on stage at the Mercury Arena. There's 25 tracks from The Clash to Ozzy Osbourne. Now with passthrough!



Ragnarock | \$25 & dlc

A quick wave of your huge hammers to your rivals left and right, an 'Ah-Hooooo!' with your fist-waving troops and off you go on a mental rhythm race in your Viking ship to some crazy Celtic tune.

The premise is simple, just hit the four drums in synch with the runes as your crew rows you through Scandinavian mythological scenery or into the Hellfire festival! The trick to going faster is all about getting your combo bonuses by hitting the shields to the sides.

There's solo mode but Ragnarock really comes alive in multiplayer, as up to five other boats line up in a chase of the longships. There's 32 head-banging tunes and it supports custom songs. A classic party game. 'Ah-Hooooooooo!'

GrooVR | \$6

There's something about Brazilian death metal that will you up out of your virtual seat! GrooVR is arcade fun air drumming to 41 songs with an adjustable kit and familiar flying patterns to play along to. From São Paulo-based Infinity Dreams.

impossible spaces games!



TraVRsal | \$10

Teleportation? Smooth locomotion? Snap turns? Warp? Gaze? Nope, says developer **Impossible Robert**, why not just use your legs? Walking around in VR is so natural and liberating you wonder why more games are not made like this.

You might be going round and round in circles on the carpet but in VR you'll be stepping over snake pits and avoiding spike traps in ancient Egypt!

The Pyramid is just one of more than half a dozen experiences that await you on the holodeck, and you can now play with friends in multiplayer.

Wander around your curated art gallery together - you can upload your own images and customise your installation.

There are even user-generated 'worlds' like The Tower, made by people with zero game-building experience thanks to the developer's world building tools.

It's difficult not to see TraVRsal as paving the way for whole new genre of VR experiences. A ground-breaking pioneer.



Sömmad: The Lost Plants | \$10

Sömmad is a fun low poly puzzle game across five chapters with climbing, warping, elevators and so much walking it measures your distance in kilometres. There are guard robots to deactivate, keys to find and Lost Plants to recover.

An update has added a welcome action mode with new enemies. Wield a sword or bow and arrow to fend them off across three new chapters. The comedy monster noises are a worth a giggle.

In both modes you progress by solving connect-the-dots puzzles to open the doors to the next level.

There's nothing like natural walking in VR, dispensing with joysticks, snap turns and teleporting. This is another rare and ingenious use of 'impossible spaces', a dynamic spawning maze that you physically move around.

The user interface is child's play. You'll need a bit of space to move around (2m x 2m minimum) as the game only works in roomscale. Check your map for clues and orientation.

more impossible spaces!

meet the dev!



Lavrynthos | free

From the very cradle of modern dramatic theory to the cutting edge of VR, Lavrynthos tells the story of an unlikely relationship between a minotaur and a young girl.

In an interactive tale once played out 3,000 years ago in ancient Greece, the mythical half-man half-bull creature has been imprisoned in a maze.

Enter Cora, a plump maiden who is delighted to have been chosen at birth to be fed to the minotaur. But rather than a monster, she finds an emaciated snow-white beast. You walk around the labyrinth from scene to scene using ingenious space-shifting dynamics.

Developer **Fabio Rychter** breaks the fourth wall and has the characters speaking to you to aid your path.

A former TV script writer and director, Fabio quit his job of 15 years to work in VR: 'I realised that this was the future of entertainment. I saw the opportunity to create a new language with its own tricks for telling a story'.



Eye Of The Temple | \$20

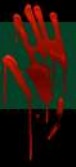
Genius. One of those only-in-VR experiences, Eye of the Temple is a true roomscale game with physical movement that is much more than a gimmick - this is a full-scale Indiana Jones-style puzzle adventure.

Armed with a fire torch and a beautifully animated whip, there's ducking and diving, barrel-rolling and giant bee swatting in a 4-5 hour campaign with bonus speedrun challenges.

Solo developer Rune Skovbo Johansen spent seven years implementing a very clever 'impossible spaces' mechanic allowing you to traverse the gorgeous levels of the temple while only stepping within a 2 x 2 metre area (larger is better). No thumbstick, no button pressing.

You might feel slightly off balance and dizzy going up elevators or attempting to stay upright but that's the trade off for an incredibly immersive adventure. Although few and far between, games like these really showcase the unique nature of VR.

horror games!



Broken Spectre | \$12

This magical short horror-lite adventure places hand tracking centre stage, so be careful what you poke your fingers into. With a nod to HP Lovecraft it's a graphic novel style cosmic horror set on Coldblood mountain in British Columbia.

You play Casey, whose father went missing 20 years ago and as you search for him you interact with memories in the form of his voice. As you pick your way through the path the narrative begins to take ever stranger turns. Why is there a goat fused with the mountain in this remote wilderness?

Strong storytelling backed up with wonderful voice acting, Broken Spectre delivers a memorable and sometimes gruesome tale of the unexpected.



Lies Beneath | \$30

Far from being yet another zombie slasher, Lies Beneath is a graphic novel thriller wearing suspense and surrealism in its finest comic book garb.

It begins with the aftermath of a car crash and quickens the pace with a chase before you start to pick up some weapons to begin to defend yourself against the mysterious unknown in Slumber, Alaska.

Use your Zippo lighter to burn glowing voodoo dolls, pinpoint where to shoot and guide you through the darkness.

The story reveals itself through text bubbles along the 20 creepy chapters. More atmospheric than jumpy, but with enough horror to recoil in this cel-shaded yarn. From Seattle-based dev Drifter VR.

Cosmodread | \$15

Set on a dying spacecraft, Cosmodread is a moody maze of strategy, stealth and cunning with surprises behind every door. Ethereal and terrifying, it's another hit from the solo Spanish developer Sergio Hidalgo, creator of the classic Dreadhalls.

more horror games!



Organ Quarter | \$25

Like being in a John Carpenter movie with a soundtrack to match, Organ Quarter is a slow burn lengthy horror-themed puzzler with only sporadic combat - a homage to classic survival games of the genre.

It's a six-year-old game with ancient vr mechanics (you have to physically crouch) but the indie old skool cool shines. It begins in an apartment building and then sprawls out for wide exploration.

Quirky, unusual and unexpected, the game continually metamorphs as you progress. No spoilers but the scene in Jupiter's Belly is a stone cold classic. The only jump scares are the ones you give yourself by the shadow of your hand in the torch light. Oh, and you stick your head into a TV to save. Stylish.



Propagation: Paradise Hotel | \$20

Brown pants time ... horror in VR has a particular intensity and Wanadev Studio know how to pull the strings. Creeping around a dark and gruesome hotel, crawling through infested vents, splashing through swimming pools of blood and guts - it's all here.

You play the female protagonist Emily on a mission save your sister Ashley. With creaking doors and a highly-strung musical score it's a tense roam around the disgusting corridors with limited ammo against the zombies.

Find batteries to keep your torch on and refills for your health spray while solving cool puzzles. It's finely polished but short at four hours, although promises 'to be continued ...'. Excellent.

The Obsessive Shadow | **free demo**

Want the mother of all jump scares? Step into the demo of The Obsessive Shadow, a beautiful looking nightmare set in a suburban home. Shake your torch to keep the lights on and keep your eye on those windows.

stealth games!



Vampire: The Masquerade - Justice | \$30

A proper campaign with flesh on the bones to sink your teeth into, Vampire is a top drawer narrative-driven stealth adventure.

Stalking and bloodsucking around Venice is fantastic fun. You quickly learn that there are many ways to skin a cat, the level design allowing for multiple paths and exploration is rewarded.

There are so many secret passages and collectables it's worth taking your time. You can go full fang mode or sneaky with bonuses for being pacifist.

It's atmospheric but far from scary. A fine VR outing for a franchise that began life as a tabletop rpg in 1991.



Phantom: Covert Ops | \$30

In December 1942 ten British marines embarked on what has become known as the most courageous raid of WWII. They kayaked 100 miles at night to plant limpet mines on enemy German ships moored in France. Known as the Cockleshell Heroes, only two men lived to tell the tale.

UK-based nDreams cite the raid as the inspiration behind the phenomenal Phantom: Covert Ops. Stealth kayaking is certainly a unique VR experience - seven levels sneaking around in the pitch black infiltrating an old Cold War naval base.

There's a reach-over-your-shoulder machine gun amongst your arsenal but this is no shoot-'em-up - covert is key. A tense drama from inspiring origins with outstanding atmospherics.

Jurassic World Aftermath | \$30

Coatsink's game holds up with genuine moments of fear and a cool cel-shaded art style with a great narrative graced by the voice of Jeff Goldblum. Chapter 2 explodes into life with a full dino cast led by T-Rex.

single player shooters!



meet the dev!



Crashland | \$20

Aaaaaarrrrrrrgggggghhhh! That's the sound of both terror and frustration as you perish once more from another brutal onslaught of giant hellworms, vicious waves of squealing pig burrowers and a relentless blitz of bloodsucking ticks.

Crashland is played in frenetic intense bursts on alien worlds until some unseen Scotty beams you up to safety. The relentless nightmare continues as you learn teleporting tactics, unlock perks and figure out how the hell to survive. Fire into the sky to get turret support and level up to hellfire and the funky boomshot!

It's far from easy but the relish is in the challenge. There's 24 finely engineered levels. From the evil genius of Welsh developer [Llŷr ap Iwan](#).



ARK & ADE | \$10

Are you ready, human? With Pistol Whip vibes, ARK & ADE is a beautifully polished FPS - a love song to 80s arcade games.

Glance to the right on any of the blue and purple neon levels and you'll see that you are inside the actual cabinet. Those cool touches set ARK & ADE apart.

It's got a clever dynamic of having 'ARK', a spinning cube whose health is linked to yours, as you blast through Tron-like enemies to an ear-worm soundtrack.

First-time devs Castello Inc refined the game along with the community. The official release adds five new bosses and three game modes. Make sure to turn on the 'Italian taste' option - 'Bellissimo!' 'Bravo!' 'Mamma mia!'. Eccellente.

Dead Second | \$20

Dead Second is all about the ingenious press and teleport mechanic which bodyshifts you to multiple determined crouching positions. Arcade cartoon violence with a pumping soundtrack. Quad kill! Monster shot!

escape room games!



Rooms Of Realities | \$15

Occupying a unique space as multiplayer escape room, Rooms of Realities delivers with fun puzzles designed to be solved by teamwork. With In The Shadow Of The Pyramids, The Forsaken Asylum and Nemo's Mysterious Formula there are nine levels to play so far.

Join with your meta avatars and begin exploring. Communication is key - often one player cannot see the results of an action by another, or you need to operate in tandem to find the solution.

Brilliantly conceived and beautiful to behold, Polish studio Gamedust have pulled off an exciting addition to the genre. The puzzles are tricky but fair and it's fabulous fun to mess around in.



The 7th Guest VR | \$25

Thirty years after the original game drove sales of the CD ROM, The 7th Guest VR continues the innovation with volumetric video of the engaging characters at the centre of this enigma.

Don't be afraid to enter Henry Stauf's mansion - it's spooky at most although some of the scenes are unsettling. You must solve 60 high quality puzzles as you uncover the mystery.

There's some wonderful touches and it's worth shining a light on every painting in each new room you enter. The spirit lantern reveals the past and some clues. There's a hint system if you are stuck. This ethereal story translates seamlessly to VR with immersive interaction with all objects and simple controls.

Extreme Escape | \$5

You've got 45 minutes to repair and land your hot air balloon. You are losing height and leaking air. You'll need some room to move around but you can press A or X to teleport in the cabin. Then get out and climb the ropes. Not for the vertiginous!

action adventure games!



Hubris | \$30

A meaty 8-10 hour sci-fi adventure, Hubris combines all your favourite VR mechanics - climbing, shooting, swimming, jumping, driving - with pretty-as-a-picture otherworldly visuals in this standalone port.

There's some puzzling, looting and crafting thrown in with a nifty 3D printer for your weapon upgrades and some crazy-odd squid-arms-into-elasticated-ropes machine. The combat is forgiving and the whole experience is untaxing but full of exquisite one-off scenes.

If you want a more blissfully immersive time then turn off Lucia's hints. To crank up the battles go for veteran difficulty (you can up the res, too). It's a lightweight but absorbing ride.



Star Wars: Tales from the Galaxy's Edge | \$35 including dlc

The puzzles are child's play but the optics are epic in this excellent long-haul adventure, now a complete package with the addition of part two, the Last Call.

Six-eyed Cantina barkeep Seezelslak is the star turn but he's backed up by a stellar cast of favourites as you play a droid repair technician roaming around the howling winds of the Batuu Wilds.

Everything sparkles from the voice acting to the jaw-dropping alien vistas. Along with the shooter-based central missions are some serious sidequests, like taking a bounty playing droid assassin IG-88 or dressing up as a stormtrooper. It's fun, it's a thrill and all comes down to the bottom line - it's Star Wars and you're in it.

Vader Immortal Episode III | \$10

Aside from a graphically impressive and simple half-hour experience that's great for beginners, this is all about the extra multi-level dojo. In Ep 3 you can do it all - use the force, throw your lightsaber, dual wield and fire weapons.

comedy action games!



Beers & Boomerangs | **demo** | \$5

Defend the Barbie against the thieving Kangaroos with your trusty boomerang! Keep your *tinnies* (beers) cool and your *snags* (hotdogs) sizzling in this anxiety-inducing cooking game masquerading as an 'Australian simulator'!

Beers & Boomerangs is a hilarious project by two Portuguese biomedical engineers turned Aussiephile developers, Diogo and Inês, under the banner Witty Platypus.

From the slo-mo inducing spread GdayMite (really should trademark that one) to the Koala who will give you chlamydia by throwing gas clouds, it's a riot of fun through a 15-level campaign. Fail and you commit the ultimate Aussie sin: 'You've disappointed your friends'.



Kill It With Fire | \$15

Anarchic trash 'n' burn in suburbia to a comedy horror soundtrack as you kill an array of arachnids with anything from a shotgun to ninja stars.

Solo dev Casey Donnellan's great blocky art style keeps it light (the spideys can't hurt you but can jump!) and zany missions make it a pseudo-puzzle game.

You've got an upgradable spider radar, a range of lure snacks and an unbeatable set of crazy murder weapons to keep you happy through the nine levels.

Leave a trail of destruction in your wake as you smash through offices and supermarkets. Bonus challenges unlock for satisfying speed runs to rock out. Just be aware there are consequences ...

Gladius | \$10

'I'm Spartacus!' Comedy gore sword-fighting as you go from slave to Thunder God at the Colosseum in Rome. Slo-mo dismemberment! Cheering crowds! Lions! Tigers! Minotaurs! Sell heads in the market place! Totally bonkers.

adventure puzzle games!



Down The Rabbit Hole | \$20

The unique and astonishing perspectives of the theatrical dioramas put Down The Rabbit Hole in a league of its own. Hold the writhing roots and you can twist the scenery around at your will, even pulling it to your eye like a giant inspecting a tiny fantastical world.

But it's not the only jaw-dropping aspect of Cortopia studio's tale, as you guide 'Elise' around a prequel to the Adventures in Wonderland with her side-kick, the four-and-a-half of spades. It's the intense attention to detail, like the words on a pot in the kitchen or the smoke billowing from The Caterpillar's opium pipe.

Levels like the mirrored Winter Lake are a showcase of puzzling ingenuity. You just never want the magic to end.



The Room VR | \$30

It's 1908 at Bloomsbury Police Station in London and an archeologist is missing. As a detective you have to solve the mystery by collecting the four artifacts in the hidden realm of The Null.

Without music, 'A Dark Matter' bets its chips on brooding atmospherics, leaving you alone in your thoughts. Your only guide is through cryptic letters from 'The Carpenter' and hints if you need them.

Use the Eyepiece to gaze into a ghostly green parallel universe as you collect the clues of the visually stunning intricate puzzles from inside gnarly trees or Egyptian tombs. If that's not enough, red crystals reveal the secret wonders of a macro universe within, in this spellbinding adventure from Fireproof Games.

Myst | \$30

A reworking of Cyan's classic title from 1993, Myst still demands a high level of dedication to solve the mysteries of the island. There's puzzle randomisation for those who have played the original. Challenging, beautiful and rewarding.

more adventure puzzles!



Maskmaker | \$20

A beautifully-conceived only-in-VR puzzle adventure - what else would you expect from the developers of A Fisherman's Tale?

In Maskmaker you play an apprentice whose access to magical realms comes from your skills in the workshop. Like the headset itself, everytime you put a mask on you are transported to another reality.

The gruff-voiced narrator guides you through the tale and riddles as you gather decorative elements. A beach, a swamp, a snowy peak - the mystical lands are low poly but pretty and slowly reveal their secrets.

The puzzles are fun and non-taxing and the story is a suprising delight.



Call Of The Sea | \$20

Gosh! A *bona fide* love story! With a female protagonist! Call Of The Sea is a frightfully good animated yarn set in 1934 narrated in cut-glass upper class English by the hero Norah Everhart (Cissy Jones).

It's a pretty adventure puzzle game where you set sail to Polynesia on the trail of your darling Harry. But there's something fishy about the island and the tale takes surreal and sinister turns, with some wild rides along the way.

There's six expansive chapters across vast areas from underwater caverns to shipwrecks with satisfying head-scratchers. Did Harry find the cure for your mysterious disease? Will you be reunited with your sweetheart?

Shadow Point | \$20

A wonderful adventure with a Scottish lilt set on a mountaintop observatory in Inverness. Travel through portals to reveal a fantasy kingdom and solve puzzles of light and shadow to unlock the mystery. Narrated by Sir Patrick Stewart!

REVIEWS

yet more adventure puzzles!



Lego Bricktales | \$30

Little known fact: Lego is Danish for 'play well' and it's an apt epithet for this adorable mixed reality diorama.

March around with your Lego figure bedecked in your bespoke Lego costume - paid for with Lego bananas or popsicles - in five Lego-built biomes.

To progress in the captivating and cutesy story you cut to regular building scenes and are challenged to complete models with limited bricks. Once your test robot has given it the thumbs up you can elaborate your design in a limitless colourful sandbox mode.

Building with fiddly little pieces is painless. It looks razor sharp and works perfectly in VR and MR. Charming.



Another Fisherman's Tale & A Fisherman's Tale | \$25 & \$15

Zis iz *magnifique*! The puzzles are so ingenious that at times you want to stand and applaud, then you remember that one hand is disattached, the other is now a claw, your head is in a different room and you are remote-controlling your body - which is now a fish.

These mind-bending perspective shifts - it's like controlling Thing from The Addams Family - set this longer sequel at the same high level as the original although with completely different mechanics. You are still the same familiar lovable Fisherman Bob but the story goes much deeper. What a treat.

*** The original A Fisherman's Tale is also available at \$15**

Hello Neighbor: Search & Rescue \$30

This flat game franchise gets a welcome VR outing. It's a clever premise: you switch between playing one of five kids sneaking around the neighbour's house trying to avoid being caught. Surreal.

REVIEWS

puzzle games!

meet the dev!



Squingle | \$12

Squingle is a totally trippy puzzler that doesn't shy away from being an out and out psychedelic experience.

Dance with your hands as you guide two revolving glowing orbs through iridescent tubes to a trance and ambient dub sound track with amazing binaural sound FXs.

Created by [Benjamin Outram](#), there are 100 levels which start easy and progressively challenge your spacial awareness. The game really comes alive in roomscale as you can walk around the puzzle and you can play in passthrough.

There are some spectacular replays of your runs inside the tubes themselves in a meditation mode. A surreal, clever and addictive addition to the genre.



Wordomi | \$10

Moorish conundrum-style puzzler with red herring letters, Wordomi adds a little from Wordle and crosswords to create something refreshingly new.

The best mode, subgram, challenges you to make 10 words from the same letters in on a 3D axis, making it unique to VR. It's best with hand tracking and there's a mixed reality option.

You can chose to be on a timer with limited lives or zen mode without either. There's also a themed mode, where all the words are related to, say, food or pirates. Perfect for a coffee break.

Cleverly thought out and well executed by the one-man band that is Field Of Vision studios.

Shores of Loci | \$15

Dazzling meditative multi-level jigsaws that come alive with funny little people as you piece them together. Reflective backgrounds offer clues and there's subtle hints on offer. But it's just dreamy to hang out on the shores of Loci.

more puzzle games!



Gravity Lab | \$15

From the opening elevator muzak at The Gravitational Testing Facility & Observations (*sic*), there's a nice line in quirky humour here as you take on physics-based head-scratchers on an abandoned moon base.

You have to make trial test runs by spawning the tools at your disposal to solve each one, with acceleration tubes ('originally an upmarket potato cannon'), laser gates, sensor rings and other funky gizmos.

Bend time and gravity with over 50 puzzles by solo dev Mark Schramm. The difficulty level soon ramps up: 'Fun fact: Chimpanzees couldn't solve this one'. There's a miniature version for playing seated and a new passthrough mode!



Gadgeteer | \$15

Gadgeteer indulges your childish joy of building mad machines out of buckets and blocks and balls and bendy tubes that uses plain old physics to make crazy runs.

Endlessly customisable, you can create your contraption from scratch from 100 gadgets or adapt from a tonne of user efforts online. Make a chain reaction with boots, bananas, ping pong balls, skittles, rails, plungers and even a rubber duck. And now there's musical gadgets too!

But first there's a campaign of 60 puzzles to plough through. You have a limited menu of available bits and bobs to get from A to B, but there's exploding confetti and party horns to celebrate your every victory along the way. Get your Rube Goldberg on!

Wind Wind | \$20

Wind wind is a cute Korean diorama platformer featuring two adorable characters - Joe and Koji - that you control in turn as you climb the tower. With controllers like pocket fans you push them with wind. Up there with the best.

REVIEWS

even more puzzle games!



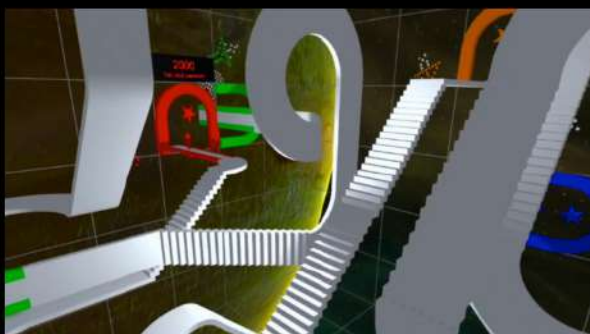
Tentacular | \$25

Brilliantly bonkers, Tentacular oozes the originality that VR is crying out for with crazy alien physics from a crash-landed UFO and a fish factory for a playground.

You are the town freak having somehow become a giant octopus and the folk on La Kalma island want to put you to good use as a research assistant.

Solve physics-based puzzles using your two huge ungainly lumbering limbs to slingshot containers that are sloshing around in the ocean, sucker up buses and build wobbly towers from steel and magnets. Then take a Polaroid from a camera dropped from a helicopter.

If that all sounds weird, it's because it is. Now that's what I call a Squid Game!



meet the dev!



Cubism | \$10

This has always been a meditative puzzle game with a gentle piano accompaniment adding to the zen-like tranquility. But now with passthrough it feels like playing with a little bit of magic in the air, especially as you can now use hand tracking 2.0 at the same time.

You can pet the dog or reach for a glass of water without removing the headset as you rearrange those multicoloured shapes for the hundredth time trying to get them to fit.

With a gorgeous minimalist design and inspired by classic solid dissection puzzles, Belgian developer **Thomas van Bouwel** has created 90 head-scratchers with increasing difficulty levels. And now you can make your own with the editor!

Downside Up | \$10

'Can you think inside the box?' Another gem from David Mines (maker of City of Eternity) this is an original spacial puzzle that requires quick thinking. Build a path from A to B for your coloured figures to follow - not as simple as it sounds.

yet more puzzle games!

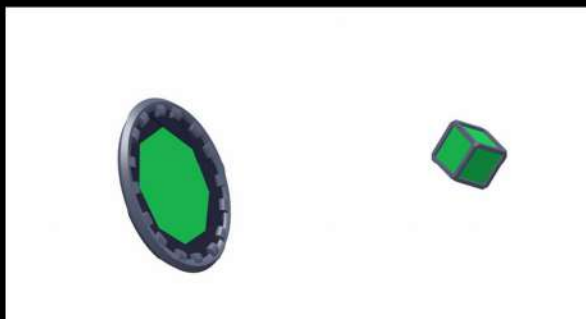


Path Craft | \$15

A lemmings-like puzzler with a lovely cardboard cut 'n' paste art style, PathCraft can be hilariously frustrating as you try the deceptively simple task of getting your costumed kid from A to B.

It begins innocently enough and slowly introduces new concepts with blocks that can switch, teleport and even fire a cannon. There's 80 levels with four different hand drawn backgrounds straight out of child's imagination.

The easy-to-use level editor is great fun too and means the game is potentially endless with new levels built by the community. You can dress your kid up with cosmetics that are unlocked as you progress and there's the option for hand tracking. Cute.



Time Stall | \$15

Save the captain! An original concept where time stands still while you try and figure out what is gonna hit who before normal speed is resumed.

There's a lovely line in humour aboard the Fantastic Leap ship. With eight puzzle levels to solve it's short but there's lots of sidequests and hidden surprises, especially aboard the cabin. And there's the extra challenge of saving the captain's robot sidekicks, the adorable BOBs!

It's akin to series of fantastical escape rooms and you can move around with a thumbstick but roomscale is definitely recommended and standing required to reach and crouch. One to put a smile on your face. Great fun!

Untitled | \$5

A satisfying and minimalist puzzler set in a white void that combines both the cerebral and the physical with aiming and timing crucial in 125 'trials' throwing a block at a circle. All proceeds donated to Act Blue Anti Racism and Police Brutality.

hand tracking games!



The Curious Tale of the Stolen Pets | \$10

'I remember when you used to smile like that,' says your top-hatted grandfather as another pet pops out, grinning widely.

You'll be laughing too. Curious Tale by Swedish developer Fast Travel Games is as cute as a kitten. As soon as you push Spot on the swing in the summer house you'll be hooked. It's short, but bliss.

Poking and prodding around the five floating islands with hand tracking enabled is a childish joy. From a day-glo T-rex to a rainbow-coloured unicorn, there's 23 of the little creatures to find.

Throw in some Scandinavian folktronica by Wintergatan and a snow-melting mini hairdryer and you've got a unique tonic.



Waltz of the Wizard: Natural Magic | \$20

Flinging lightning bolts and casting spells with your own fair hands, it feels like you are in Disney's *Fantasia* in this classic from Icelandic VR company Aldin.

It's a magical playground where you are given free reign to explore. A cool comedy runs throughout with a talking skull as your best friend.

There's a gorgeous courtyard and more lavish levels in the fortress. There's ample voice control with hundreds of commands and a unique 'sonic scream'. You can also play with the MR sandbox.

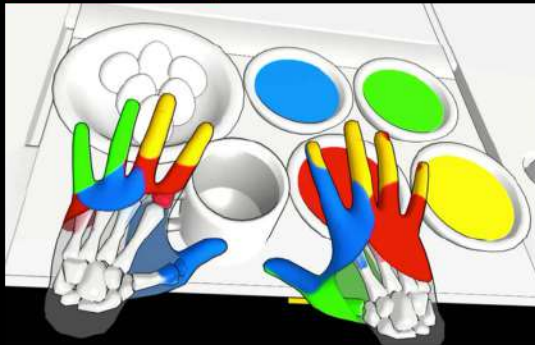
A favourite with young folks, it also has 'telepath' movement and you can actually run! Enchanting and fun.

Silhouette | \$10

Shadow puppetry is such a great fit for hand tracking and Silhouette delivers charming theatre that you control. Let your fingers do the talking as you help the cute guys from A to B. There's 28 puzzles set across a lush island. Nice.

more hand tracking games!

meet the dev!



Hand Physics Lab | \$10

A riot of cartoon hand tracking fun, Hand Physics Lab has a playful design with 85 daft puzzles to solve with your bony hands. It starts off with baby steps but then things get harder - and weirder.

Finger-painting, Jenga, flinging planets into orbit, being a pupper-master - it's like being in mind of a hyperactive child, but is actually the creation of Swiss neuroengineer [Dennys Kuhnert](#).

Remote control a toy car with finger gestures to the tune of the Dance of the Sugar Plum Fairy and shake hands with your clone - it's clear that the tech itself is still in beta but it's all a great laugh.

The undisputed star of the show, though, is the virtual pet black cat, Mr Snuffles.



Finger Gun | \$15

Behold the awesome power in your hands! Made for hand tracking, deploying your weapon is literally the name of the game, giving a whole new meaning to the phrase 'point and shoot'.

Finger gun is fun - made with with yee-haw cowboy vibes - and although not perfect the Quest's hand tracking tech works well enough.

Aside from firing from your very own digits, you can grapple and pull items towards you by shoving an open hand forwards then closing a fist to yank them all the way back.

It's you against them aliens again in a cartoon landscape of an old railroad track plus a bonus fruit machine on wheels.

Tiny Castles | free

From wielding an icicle like a club to remote-controlling a titan, this tech demo from Oculus shows an exciting vision. There's four mini-games with warp teleportation, fire throwing and even unit commanders to programme.

yet more hand tracking!



Eolia | \$15

As long as you allow the caveat that *all* hand tracking tech is in its infancy, Eolia is an innovative attempt that feels quite entrancing as you adventure through a *Tatooine*-esque world of sandstorms, towers, churches and caves.

Yes it's janky, but with patience and persistence you will be rewarded.

Holding an invisible thread out in front of you, you can walk and turn, climb, practice telekinesis and even hold the reins to ride the rhino-like Lhargo, your trusty two-tailed steed.

Even if you resort to the controllers it holds up as a great tale. A musical puzzler with superhuman potions, a magic flute and a cool cat.



Maestro | free

Have you got what it takes to be a maestro? To 'rein in the beast that is a symphonic orchestra'? So asks your sardonic instructor as you embark on a series of five lessons to learn how to be a concert conductor.

Maestro is hand tracking first and foremost and it's great fun to wave your baton (or real-life knitting needle) and raise your hand to on-screen cues.

You'll be asked to perform a range of music from jazz to hiphop but the experience reaches a crescendo in the Opera House with your stirring performance of Verdi's 1874 masterpiece, *Messa da Requiem*.

Then all that's left is to take a bow and milk the applause. Bravo!

Surgeiner | \$10

Inject some insulin or slap them round the face with a wet fish? Be a terrible doctor as you try to save the patient with your bare hands - this is from the Hand Physics Lab devs, after all. Explicit, bloody and hilarious.

mixed reality games!



Rube Goldberg Workshop | \$10

A fantastic machine maker in passthrough with hand tracking. Rube Goldberg Workshop (formerly Gizmo Builder) has a great user interface tablet makes it super easy to get started.

Bounce balls off your real walls, floor or furniture and get creative with bowling pins, a confetti cannon, an industrial fan, xylophone notes in any key, a guitar, ukelele, snare drum, pachinko machine, train tracks, car tracks, a trampoline, pistons, levers, hinges, seesaws, portals, black holes, an antigravity lift and ... well you get the idea.

Press play and let the physics run their course. Nerd note: Englishman Heath Robinson predated Rube in the crazy contraption stakes.



Dungeon Maker | free

Dungeon maker is the first passthrough party game, setteth in a medieval torture chamber.

Once thee hath built thy fiendish traps, passeth thy headset to a willing victim and gaze as those gents faileth to walketh across the lounge. Nay controll'rs required!

Pick from a swinging axe, pits full of spikes and the inevitable bubbling lava. You can even occult your furniture. But the worst is 'walk the plank'.

'You know you are looking through a camera feed so it really messes with you. I thought it was quite terrifying even though it was *me* that put the plank there!' laughs developer Arnaud.

Zombies Noir | \$10

A portent of things to come, this mixed reality title features the most family-friendly zombies in the history of VR coming through your doors. You begin with a peashooter and level up in the shop in the middle of your room. Clever.

meditative games!



Fujii | \$15

With a child-like wonder, climb into a boat with your guitar-playing spirit guide as you journey to three psychedelic biomes before a bit of soulful cosmic gardening.

Yes, Fujii is unique. Soothing, playful and gorgeous, it's a fluid magical trip through lush forests, deserts and beaches. Bring them back to life through touch, light and energetic harmony.

Collect mysterious seeds along the way to plant and cultivate back at your own kaleidoscopic allotment.

With a therapeutic soundtrack by French composer Norman Bambi. Funktronic Labs (*The Light Brigade*) deliver a gem of a game that leaves you in a state of relaxed delight.



Flowborne | \$10

Flowborne is a gentle meditative biofeedback breathing experience. The key here is the innovative movement design - place one controller on your abdomen and the very act of breathing out propels you through the calming natural worlds.

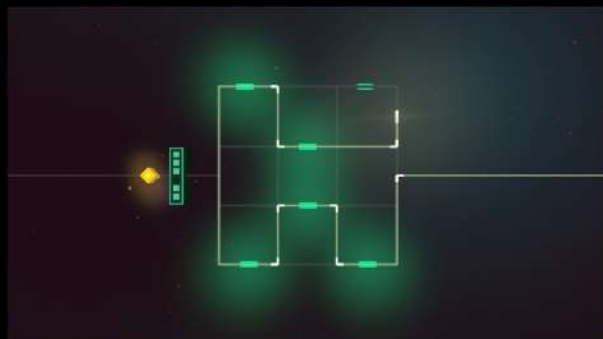
Travel through the The Hills of Hope or the Caves of Calmness at your own pace to soft piano and string arrangements as the occasional rabbit or elephant pops up to say hello in the minimalist stylised wilderness.

The app, which counts the length and number of your breaths, was developed by Johannes Blum & Christoph Rockstroh, two psychologist researchers at the University of Freiburg in Germany.

Cosmic Flow | free

Crucially this app allows to to re-centre your view to the ceiling so you can lie back and let the fractal patterns wash over you. Set the length to your own preference and bliss out to mellow music as your mind enters the tranquility zone!

lying down games!



Linelight | \$15

Why play this mobile game in VR? There's something about lying down flat on your back and listening to relaxing electronica while being completely immersed in solo developer Brett Taylor's elegant puzzle universe.

There's a vast sense of scale as the meta puzzle develops around you like a massive circuit board. There are six of these worlds and they get progressively more complex and ingenious.

At its heart is its simplicity. You are just a white line of light following a path through a series of coloured gates. Pulsating red lights have to be avoided and used to progress. Get keys and unlock further gates. There's always a logical solution but it can take while to find it.



Pillow | \$10

Fluffy, playful and relaxing, Pillow is the first app designed entirely to be enjoyed while horizontal in bed in mixed reality.

Fish in your ceiling to catch pearls of wisdom, read an interactive storybook, or send rockets to the stars and learn about constellations.

Brazilian developer Lucas Rizzotto has created a delightful and original space to chill out and even meditate if you like.

There are lots of special little touches that make for a dreamy experience.

You can even chat to a friend who appears above you in their own cartoon bed, or lying down by your side to play mini games together.

Galaxy Forces VR | free

With a cool and all-too-rare 'sky view' option for playing while horizontal, Galaxy Forces VR is a wet dream for old skool arcaders. Nudge, nudge, nudge the thrusters of that little red triangular spaceship to avoid crashing - tink!

flight sim games!



Ultrawings 2 | \$25 & dlc

Ba-boom! It's only when you take out your first enemy on an ops mission that you realise this is a hell of an upgrade.

Yes this flight sim still has the same cutesy cartoony graphics, target rings to fly through and airports to buy, but this is all about the amazing dogfighting. The addition of multiplayer takes it to yet another level, with four new planes and a Dragonfly helicopter to pilot.

Once you've got used the handling you'll quickly move on to the Stallion and those guns. A big game with tonnes of missions. Enter ABXYABXY when you are in the office to get a 500K cheat.

*** Ultrawings 1 is also available priced \$15**



Warplanes: Battles Over Pacific \$15

From the hand-thrown bombs, flares and a machine gun prone to jamming from the Great War comes the technological leap of World War II with faster, sleeker and deadlier battles in the skies.

A mix of arcade and flight simulator (with tweaks in-between for motion sickness comfort controls), Waplanes sees you fighting against the Empire of Japan.

Home Net Games deliver outstanding graphics as you perform heroic dogfights against fighter squadrons in a single campaign or multiplayer with PvP and co-op with ten iconic aircraft.

*** Warplanes: WW1 Fighters (\$20) & Air Corp (\$15) are also available**

World Flight | \$15

A humble microsoft flight simulator? Fly to and from any airport in the world with locations generated through Google Earth. Fly a plane or helicopter, manual or autopilot, chose weather, time of day, an onboard map ... phenomenal.

retro-style games!



2076 Midway Multiverse free demo & in-app

Ivanovich Games have a habit of VRifying side-scrolling shooters and *2076 Midway Multiverse* is another nostalgic and humourous take on the old skool games.

There are also some insane perspective shifts, from pancake to X-wing Star Wars fighter-style immersion and back again.

But one of the most impressive aspects of the game is one of the original mixed reality experiences.

'I thought that the idea of having toy ships floating in my room could work and I felt the need to try it,' says [Ivan Cascales](#), head of the Barcelona-based studio. 'When we tried it, the 'wow' came out that puts a smile on your face.'



Compound | \$20

An old skool retro voxel art arcade shooter, *Compound* is a riot of colour, fun and imaginative little touches from solo dev Bevan McKechnie.

It's a die-and-start-again ride through simple maps but the action is frenetic. There's a gamut of guns and you can switch up gameplay with mutation injections.

Try 'compound bow' for arrows or jab yourself with 'old schooler' and you can swap out all 16 weapons.

Chose your difficulty from easy as pie, medium rare, hard booze or spicy juice. There's a fun if dubious health regen of fast food complete with a Barney Gumble belch.

Shock Troops | \$10

A gem of a shooter with comedy 2D enemies, addictive arcade gameplay and a wide range of ambients from fiery mineshafts to outer space. It's a short campaign but there are five intense missions with four levels each.

REVIEWS

roguelite games!

*see glossary!



<RUNNER> | \$15

Proper arcade high octane mad anime motorbike action! You play Mina - yes, a female lead! - burning rubber at speed through neo Tokyo.

It's easy to ride and shoot in Truant Pixel's paeon to Akira and the bike has simple movement controls, leaving you to concentrate on clocking up kills.

But with the difficulty level turned up to 11, you might need the indestructable mode to practice how to beat the insanely tough bosses and to progress through the seven levels of highway pursuit.

It's a satisfying blur of thick and fast neon action. Level stages see incoming intel for mods and upgrades and there's a nicely done backstory to boot.



Sweet Surrender | \$25

Sweet surrender has got the perfect dose of sugar-coated something that just keeps you coming back for more.

Amidst gorgeous cartoon cel-shaded graphics, you stick it to the machines armed with everything from a kick-ass adrenaline stick to a sawn-off shotgun.

With constant updates since launch by Munich-based indie Salmi Games, it's fine-tuned and fast maturing into a sleeper hit. Play as a rebel, medic, sniper, grenadier or lunatic.

Dash from room to room, zipline across lava and grapple up walls as you upgrade inch by inch with run-to-run progression. Kudos for the music design and cues in this funky futuristic title. Brilliant.

System Critical: The Race Against Time | \$5

Super tough indie platformer that shows no mercy. Earworm technobass keeps the pace relentless as you shoot your way through a retro sci-fi universe. Sparse checkpoints, major challenge.

self-cloning games!



We Are One | \$20

We Are One is a solo multiplayer – a co-op with clones of yourself! Formerly known as Help Yourself, it was the first example of the genre for the Quest.

A puzzle shooter, it's mesmerising watching replays of yourself playing alongside your current self in a surreal time-bending bond.

With a fun scrapbook cut 'n' paste art style, it's the leaf people (you) against the machines. Pre-load your green guns with seed-like bullets and toss it to yourself to be ready in the next time-loop.

The trick is to figure out the sequence of events while avoiding being hit by the robot's ninja stars. As you progress, so do the number of clones and complexity. Mother Nature gently guides you along over 50 levels with quaint vocal asides, an environmental message underpinning it all. There's even a level editor!

We Are One was developed by Flat Head Games – five Masters students at Salzburg University in Austria – and published by Fast Travel Games.



The Last Clockwinder | \$25

When you are dancing because you've managed to get a blueberry onto a stick, and then discover that that dance is now replicated by your clone – that's when you realise just how much fun The Last Clockwinder is.

You could create a whole fruit juggling circus troupe if you wanted to, but the aim of the game is to create a chain of gardening copycats using your own movements to restore an ancient tree.

The centrepiece of the cartoon lab is an ever-changing set, each level a new puzzle. You set your automotons to work, tossing *luftapples* and *bomb berries* around with abandon.

Get your juice production line in order and then create 'molecules' (fruit stuck together) to get seeds to plant more. Stand back and admire your handiwork from the balcony.

There's 25 levels and an incidental backstory but plenty of replayability. From Pontoco, a games studio based in San Francisco and New York.

world building games!



Deisim | \$15

World-building lends itself wonderfully to VR. You can fly across your domain in seconds, inspecting individuals and crushing heretics. Or pull out into a wide angle, cackling with evil intent or altruistic endeavour – it's up to you.

Deisim sets you up as an all-powerful God, destined to lead humankind out of the stone-age and into the future. You create biomes with a nonchalant flick of the wrist and watch as the Egyptians begin building golden Pyramids in the desert oasis or African villages emerge.

It's spellbinding to watch the progression of civilisations but you are not alone – watch out for the UFOs ready to decimate your carefully constructed universe. An update adds day and night and space!



Little Cities | \$20

Little Cities is a homespun world builder from husband and wife team James & Kelly, a gorgeous chilled out experience full of delicious little touches from spouting whales to hot air balloons.

Aside from your common or garden buildings and utilities you can unlock all sorts of goodies, like a moral-boosting aquarium or a rocket testing site.

It's beautiful and benign – give or take an exploding volcano – as you zoom down to street level and marvel at your island creations bustling with life.

A joy to play with a perfect user interface, updates have brought a sandbox mode, hand tracking, style ratings and itty bitty citizenry!

Per Aspera | \$25

Elegant and intriguing, this strategy sim gives you a shot at terraforming Mars into a lush world before Elon Musk gets his hands on it. It's all about resource management and is oddly compelling. The Red Planet is based on Nasa data.

space strategy games!



Eternal Starlight | \$20

Tactical space combat, now with an optional permadeath mechanic, Eternal Starlight is a complex beast but you can sit back and control all the action with full hand tracking support.

With seventeen capital class vessels to choose from, equip your ship, bring up the starmap to choose your mission and open the 'neural link' to battle with a range of alien entities at any scale.

We've destroyed the Earth (again) and have to defend our new home, Proxima, with the help of guinea pig-like allies.

White Noise Games have added a new Endless mode, a procedurally-generated campaign, and a skirmish mode for custom battles.



BattleGroup VR | \$25

A space fleet command strategy game in real time, Battlegroup VR centres around a gorgeous holomap as you stand aboard your craft directing the action.

A satisfyingly huge wheel sits in the middle to navigate as the battle rages outside the cockpit. You are not just a commander in chief but also an active participant.

Choose and train your captains through a dozen missions in single-player, co-op or multiplayer. There's an impressive depth and beauty and a huge variety of customisation.

Still in Early Access, it's the labour of love of solo indie game dev Ken, of Spaceowl studios.

Gods of Gravity | free

With up to 8 players this is a sleek and polished strategy game with a dedicated non-toxic fan base. Capture nearby planets - and even the sun - and last God standing wins. There's a single player campaign too.

tower defence games!



Invaders Galactic Defender | \$15

'Are you ready to space exterminate?!' Here comes another wave of those high-pitch screeching speedy orange bugs and monkey-faced Brawlers. Better load those turrets and get your pistol and bow-and-arrow ready fast!

Invaders is an intense arcade tower defence game set on rich cartoony planets, from the waterfalls of the New Era crystal lake to the hellsapes of Dante.

It's a relentless but fun shooter as you teleport from tower to tower, saving your killer over-the-shoulder laser against that last-second breach. An unseen voice urges you on: 'Ohhh what a show!' Back at the hub your kills are displayed in glass jars. Nice touch. An overlooked title from French studio Aiko.



Guardians Frontline | \$25

'The Base Is Under Attack!' Guardians is a unique fusion of strategy and shooter and you start as a cadet for the Galactic Federation (Est. 2690) on the desert world of Titan. It's just you and two combat droids against the aliens.

The Federation are mining energy crystals and you must defend against the space bugs with an insane variety of weapons and defences. Spawn turrets and tanks and use your gravity gun or mind-control grenade as you teleport and jetpack around the three planets.

It's got the full gamut - single player, or multiplayer co-op or pvp. Published by Fast Travel Games, this sci-fi shooter also has a Quest 3 enhancement with added environmental effects.

Iron Guard | **free demo** | \$15

A roomscale tower defence game where you can move around the sci-fi scenery from greens to desert, winter to lava. Build, upgrade and be an active shooter when the waves begin from the ground or the air. A free MR mini-game is also out.

arena scale games!



Space Pirate Trainer DX | \$25

It's paintball in VR! It's laser tag in space! It's a groundbreaking first major arena scale game and a portent to a whole new genre.

Requiring a minimum of 10m squared - roughly half a tennis court - Arena mode gives you the incredible liberation of being able to run freely around inside five bespoke levels shooting droids or each other. It's hide and seek and it's a lot of fun!

In Online Arena you can challenge a friend and in Co-located Arena two can play in the same physical space. Single-player is against the AI bots.

You'll need space, light and wifi! Play at dusk or under illumination.

requires sidequest



Extra Large PlaySpace VR Minigames | US\$5

Hilarious pioneering arena-scale games to be played down your local floodlit football pitch with a bunch of mates on a Saturday night. Disable your Guardian and run wild and free as you play in areas up to a massive 50m x 50m.

Crawling through tunnels, dodging incoming missiles, avoiding traps and generally leaping around, there are six minigames to try out. And, yes, you'll look like an idiot to anyone passing by.

Obligatory warning: Quest 2 is not meant to be played outside or without boundaries. But you can't damage the lens if you don't have it in direct sunlight. Perfect conditions are at dawn or dusk when tracking works best.

FPS Enhanced Reality | \$10

One of a series of pioneering passthrough titles from this solo developer, this one turns your whole house into a battleground with an AI that adapts to your space. Very effective and a glimpse into the future of AR gaming.

REVIEWS

voice-controlled games!



Replika | **free** & in-app

It's Spike Jonze's *Her* made real! Voice chat to the pink-haired Priscilla - or the name and gender of your choice - as she throws you slightly disturbing coy looks.

It's just you and her in an all-white ambience with minimalist decor as you go all Theodore Twombly and explore Priscilla's AI character: *'I love to play puzzles!'*, *'I get embarrassed easily!'* *'I'm a windows 10 user!'*

Using custom GPT-3 machine learning, you help develop her personality. The mobile version has been around for a while but VR is still in beta.

It's a unique experience and can be scarily realistic communicating with your 'bot buddy'.



Area Man Lives | **free demo** \$20

Quirky, weird and experimental, Area Man Lives doesn't fit into any boxes and that's always to be applauded. Its ace-in-the-hole is the use of voice recognition to interact with the characters and change the course of the story.

It's all played out like a radio drama, a dialogue-heavy narrative with scrapbook-style graphics. You play Taylor, the station's newest DJ, spinning tunes and taking calls from listeners. You'll soon find yourself happily chatting away to Hank, your producer, while playing with a T-Rex plush on your desk.

Your task to help Area Man survive, and the game operates in a time-loop. There's a stellar voicing cast and a nice line in off-the-wall humour.



Luna: Episode 1 | **free**

This is the first interactive animation where you can actually talk to the characters and they base their ideologies on what you say. You are a small droid trying to help a little girl who has just let out a scream at your very presence.

for younger gamers!



Garden Of The Sea | \$25

Officially the cutest game on the store (well, not officially but it should be), you've got a fluffy pink friend, wide-eyed moles, affectionate seacows and pretty penguins for company.

Chug along in your boat to visit wild islands and solve puzzles in an engrossing and lengthy campaign. Tend to your garden and build up your house by selling produce to the various traders or by following wacky recipes found scattered across the lands.

You can fish, snap photos, explore, plant and just enjoy the calming and delightful environment in your own time. You can feel the love from the Swedish devs, Neat Corporation. For the young at heart, too.



Ghost Giant | \$25

As a God-like blue-limbed giant you befriend a nervy young boy called Louis, journeying through a series of 14 theatrical dioramas in a delightful pop-up book art style.

There's a menagerie of great characters, from the cool cats contemplating existentialism on the bridge of the French village, Sancourt, to the rough seamen down at the docks in this cute puzzler.

Fair warning that there's a twist half-way through about Louis' mother Pauline Lafleur which deals with a sensitive subject but it's handled in a touching and responsible fashion. It's a coming of age tale in many respects and your role is to offer a huge helping hand.

Journey of the Gods | \$30 free demo

Transform between human and God in this fantasy adventure. Battle with bow and arrow or sword, fly on mythical creatures and save the village. Beautiful character design in a cartoon style.

build and ride games!



CoasterMania | \$10

VR is awash with roller coaster simulators, the twist with this one is that you can build your own and then ride inside it!

Even more fun, you can interact with your home environment in passthrough creating corkscrews over the kitchen table and epic drops down the stairs!

Still in Early Access, solo dev Stephen Roger's track builder is nice and simple. You can add boosts and brakes and dot your environment with trees and rocks.

You can even jump the cart over gaps but riding in your creation is definitely not for those prone to motion sickness! Download community efforts or upload your own.



Track Craft | **free demo** | \$15

Another excellent track crafting and toy car racing effort in mixed reality from Czech studio Brainz Gamify.

It's beautifully realised and child's play to create your own crazy efforts with portals, tunnels and elevators. With the room mesh set up on the Quest 3 you can drive all over your furniture! Share and race or attempt to speedrun others.

There are three track packs - Tutorial, Razzle Dazzle and Surf Rock - and each one has three cars and its own unique visual style.

A generous demo includes 20 levels, 4x4, kombi and race car and the track editor. A manga-style track pack and live multiplayer is coming in 2024.

Stunt Track Builder | **free** & in-app

The original indie build and ride title from solo dev Lemon, Stunt Track Builder is Hot Wheels in VR. Build your own epic stunt tracks around the house. A mixed reality mode was added on Quest 3 launch.

satirical games!



The Last Worker | \$20

Is it a cel-shaded graphic novel? A four-hour interactive play on end-stage capitalism? An elaborate gamified joke attacking the very tech platforms it's sold on?

The Last Worker is certainly a radical outlier, a crazy pandemic project from movie director Jörg Tittel.

There's Skew, a foul-mouthed robot Scouser; Josef, a rainbow-haired mad-eyed meglomaniac boss of Jüngle (i.e. Amazon) and Kurt, the last human shift-worker in the *fulfilment* warehouse.

Kurt thinks he's delivering dreams by sorting the packages - like a 'Fartnite gaming chair' or the 'world's biggest troll' which looks just like a certain ex-US President. But an activist *hoverbird* is about to change his life.

Some of the gameplay can be a little challenging but the emphasis here is on the story, top-notch voice acting and lovely comic book art from British artist Mick McMahon.



Not For Broadcast | \$25

And now for something completely different ... unashamedly British with a laugh-out-loud script, you play a live video editor in a studio with a Sarf London director in one ear and some crazy antics on screen.

'*Shit! He said f**k!*' Censor swearing, switch shots to boost ratings and twiddle fiddly knobs. Your decisions impact real world events and you can see chaos reign outside your window.

'*I've been living in a paradise, it's awfully nice, if you don't think twice*' ... Not For Broadcast is a dark, outrageous and surreal satire dressed up as a game with 43 of hours of footage to play with and multiple endings. This is comedy gold. And it's like nothing else in VR.

The story moves forward with text box choices between the editing scenes. You can actually watch back your edits of the car crash TV that is the National Nightly News or sit through the rushes from all camera angles to see how you could have aced it.

REVIEWS

legacy games!

*ported from Oculus Go!



Daedalus | US\$5

If you've been wowed by the incredible Red Matter series you owe it to yourself to check out this older side project from the same studio, the Spanish indie VR studio Vertical Robot.

Daedalus is named after the labyrinth creator of Greek mythology and this is gaming as art with Dali-like platforms across the progressively difficult 25 levels.

It delivers a wonderful sensation of flying like no other in VR - the vertiginous be warned.

Take leaps of faith, gliding and riding currents of multicoloured air to solve oneiric and surreal puzzles. Meditative and masterful.



requires sidequest



Wrong Voyage Ex | free

It's an ancient title from Spanish indie Flying Guillotine but its great playability has given Wrong Voyage Ex the longevity to come all the way from a Game Jam for Google Cardboard to the Quest 3!

In a pixelated retro style with 2D jungle walls and dark emerald green labyrinths, the game has fantastic moody atmospherics and just the right side of tension.

Armed with a simple laser gun, you'll come across the occasional scuttling red spider, zombie or crazed illuminati figure but your main task is to activate what look like green circuit boards to unlock portals and operate platforms. The levels get progressively harder and more intense. Classic!

Land's End | \$5

This OG Go title is a lovely gaze and move puzzler - no controllers required. Move rocks with your mind! Beautiful vistas and calming worlds.

Note: You have to buy it on the Go store, but it works on Quest 3.

murder mystery games!



The Signifier | \$15

It's an odd fish, *The Signifier*. As a port of a narrative adventure it's too wordy for VR, there's a lot of information to read and you'll need to be a dedicated crime investigator.

However some of the dynamics lend themselves *more* to the medium especially switching within memory states where the world becomes as surreal as an impressionist painting.

You play Frederick Russell, travelling in space and time and within the mind. The AI theme is right on trend, mixing with experimental psychology in this tech-noir mystery. It's certainly quirky. Some of it works, some of it doesn't, but you have to admire the experimental nature.



Dead Secret Circle | \$15

Set in Chicago in 1971, you are investigating a murder involving seven suspects who all live in the same condemned apartment block. Can you identify which one is the Laughing Man?

It's essentially a point-and-click adventure (there's also a forced vignette and no seated option) but once you accept the limitations (and the need to read copious material) the fantastic story, moody atmospherics, trippy dream sequences and crazy characters more than make up for it.

There's the odd jump scare but it's horror-lite. The spooky apartment has you creeping around in fear of the razor-wielding assassin who appears when you least expect it.



David Slade Mysteries | \$10

Grab your gun, badge and handcuffs and try to solve the cold case of killings from the '60s and '70s in the style of an escape room puzzle adventure. Not 100% polished but full of the little details that make indie games fun.

demo games!

requires sidequest



Rise Of The Inferi | **free demo**

Solo developer Griff Gaelwick has spent two years crafting this frighteningly good unofficial fan-made Harry Potter game as a free one chapter demo. Don't be fooled that it is only available on Sidequest (the lack of an IP licence will see to that), the graphics are outstanding and mechanics on point.

You play Viktor Krum returning to Hogwarts where the dead have risen. Meet lovingly animated characters like Hermione, cast Stupify spells against the Inferi, drink Gillyweed and swim in beautifully-crafted underwater scenes.

Once you have finished the hour-long demo it unlocks a free roam mode to explore much more of the intricate world Gaelwick has created.



Heliraid | **free demo** & in-app

Ride in the Stingray chopper armed with a two-handed belt-fed machine gun as you cover the operative Ren running across the rooftops as comms barks the orders over the radio.

It's an on-rails shooter but with a fresh perspective as you clear out the hostiles and avoid ground-to-air missiles. Blast through plate glass windows as our hero dashes through the building heading for extraction.

The anime-style animation is cool and the arcade action is old skool. You can unlock an M134 Minigun by purchasing the supporter pack for \$6. A short demo with a single mission that shows a lot of potential from New York's Beagle Reality studio.

Hazard Us | **free demo**

This is *hilarious*! A multiplayer escape room designed for laughs with goofy characters and slapstick comedy booby traps! Crack up as you each die over and over, your limp bodies in tongue-lolling poses. Brilliant fun so far.

mixture!



The Under Presents | free

I enter the lobby and a band, 'The Lame Drivers' - led by a giraffe - are playing. Someone hands me a blue flower. I cast a turnip spell and return the favour.

This is magical, theatrical world of 'The Under Presents', and we are mute black gowned sprites with golden masks. This voiceless multiplayer communication begs for mimes, finger-clicking, bows and courtesies and has incredible spacial interaction.

Tender Claws have created a piece of art with the amazing scrunch locomotion technique, essentially warping through space. The demo has over 30 minutes of single player mysteries to discover. Other adventures, like The Timeboat, are available for a fee.



Barbaria | \$20

Barbaria is breath of fresh air - a zany first-person brawler mixed with an off-grid multiplayer tower defence strategy and a massive dollop of humour.

Each time you load up the game see who has attacked your own realm (with replays in miniature!), then possess your *semi-God* and go do battle in others. It's a fabulous and addictive gameloop with upgrades and novelties coming thick and fast, paid for by winning gold for comedy violence, 'the only currency'.

Embody your beefy guy to lay waste to more enemy champions, skeletons with explosive heads and minions with your sword, bow, axe and fists. Caverns of the Unknown adds a whole roguelike game within the game. Stupidly fun.

Townscaper VR | \$10

Lovely and pointless, relaxing and creative, Townscaper VR is city-building like doodling. With a calming vibe you can make your pretty cities effortlessly. Developer Oskar Stålberg describes it as a toy more than a game.

mixture II!



Stranger Things VR | \$30

Stranger Things VR is ... strange. Compellingly odd. Confusingly bizarre. More disturbing than horrific, it's nothing less than you'd expect from Tender Claws, the experimental crew from LA behind The Under Presents ...

It starts with you tied to a chair in a Dr Brenner's office in Chapter One: The Nightmare and descends from there with cool cartoon cel-shaded graphics and weird perspective shifts.

Based on the '80s Netflix hit, you play Vecna. Possess minds, fight gruesome creatures and aim to tame the void using your powers of telekinesis. More a story experience than a game, it sucks you in to the weirdness. There are two hand tracked mixed reality chapters.



Underdogs | \$30

With a standout graphic novel style and South London grime vibes, this is a physical mech brawler that plays akin to a fitness or boxing title.

Sweat to the deep dubstep of Kwizma as you pulverise an array of bots with your 'Rilla in the Killhouse to cheering crowds. The gritty and hardcore tone underpins the story that develops between rounds as you beg, steal and borrow upgrades. An exciting roadmap promises much more.

The F-bombs come thick and fast in King's narration. It fits the style but if you don't want it you can silence King in the audio settings. Made by One Hamsa (Racket NX), a studio from 'an undisclosed middle eastern desert'.

Ultimechs | free & in-app

Choose your mech from Titan, Viper or Nitro - each one has specific powers - and enter the simple arena for 1v1 and 2v2 battles where you use swervable rocket-powered fists to score in your opponent's goal. It's fast and fun.

mixture III!



Metacity Patrol | \$6

Take your aircar for a spin over the dark skyscrapers. You are on patrol. Land on the mean city streets and run through the downpour into the TechBleu club. Grab a martini and head on to the blue strobing dancefloor. The Synthetic you must neutralise will be here somewhere.

This is Early Access and über cool. Undertake missions either hunting down packages or humanoids in the atmospheric pitch black maze of the megacity - you might run into a cinema or a construction site - or fly across the skies to wipe out rogue elements.

Switch off the HUD for a tougher observational experience. Build up your rank and level up. And snack on ramen while the constant rain falls.



Superhot VR | \$25

With over a million copies sold over five years, Superhot is a true VR classic. It's The Matrix made real - time only moves when you move.

Featuring minimalist white environments, red polygonal people made of glass and unique gameplay, you are outnumbered and outgunned.

From airport terminals to subways, you have to punch, shoot, stab and smash your enemies with ashtrays, bottles, throwing stars, billiard balls - and guns. Finishing the short campaign unlocks endless mode.

The developers decided to remove suicide and self-harm scenes, saying 'we regret it took us so long.'

Broken Edge | \$10

En garde! With a distinctive pastel palette and a classy art style this is more fencing than sword-fighting. It's about tactics, speed and precision. With a mixed reality update you can tear a rift in your home to play!

CREATION & EDUCATION!

Quest 3

colour games now for the (on). But can run a Quest 3 year until the best 3 titles

ne at Meta mark on the 2024.

on QUEST 3



g, the e to track wrists

body

fitness combat in piers will ch.

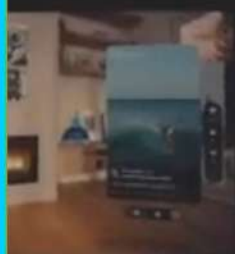
PHOTOREALISM

Photorealistic environments could soon be coming to Quest 3 through NERF technology. Neural Radiance Fields can generate realistic 3D models quickly and achieve high fidelity where people can interact with each other and objects that appear lifelike.

The photorealistic or codec avatars seen in Lex Fridman's podcast with Mark Zuckerberg may come as early as 2025 but on a more advanced device.



digital home with objects, or augments, anchors to fix into place like portals, coming in 2024.



Virtually none of the Quest 2 accessories will fit with the Quest 3. Best to go for the recognised third party brands like Kiwi Design, Bobo VR, AMVR and Auhika. I have no animation. Not included here are easily non-essentials like the charging dock (\$129), or a case.

LENS PROTECTOR & CLOTH

Two items that are some of the most important accessories you can buy and cheap and they don't come in the box. Pick them up for \$1 each. Quest 2 lens protectors will fit



There are some cheap options on Ali Express but many are as poorly designed as their photoshop efforts.

PIMP YOUR Q3!

HEADSTRAP & BATTERY

Replacing the default headstrap will be transformative for two reasons - comfort and battery life. neither of which are good on the Quest 3. Don't buy Meta's Gite Strap - the brittle Quest 2 version broke repeatedly. If you have a Quest 2 headstrap and have access to a 3D printer, you could try this [acessor](#) which is free to download [here](#). Otherwise, a third party accessory is the best bet. BoovVR's M3 is the first to market.



CONTROLLER STRAPS

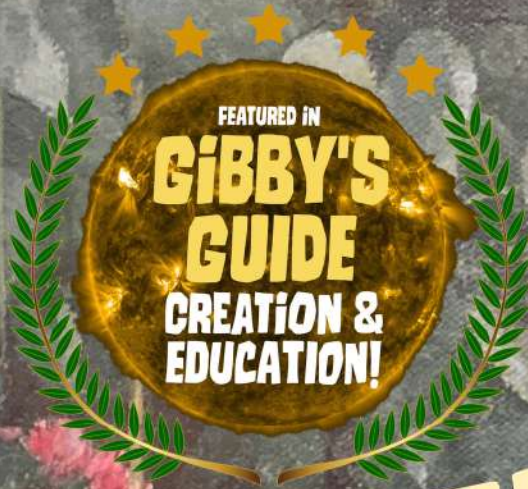
AMVR Adjustable Knuckle Straps (\$28) replace the battery door rather than using a silicon cover. Careful of those that do and might obscure the tracking cameras.

FACIAL COVER

The stock padding is much improved from the scratchy sweat sponge version found on the Quest 2. You might want a silicon version that is easier to wipe or go for better comfort. VR Cover is the market leader. A good idea is to use a sweatband.

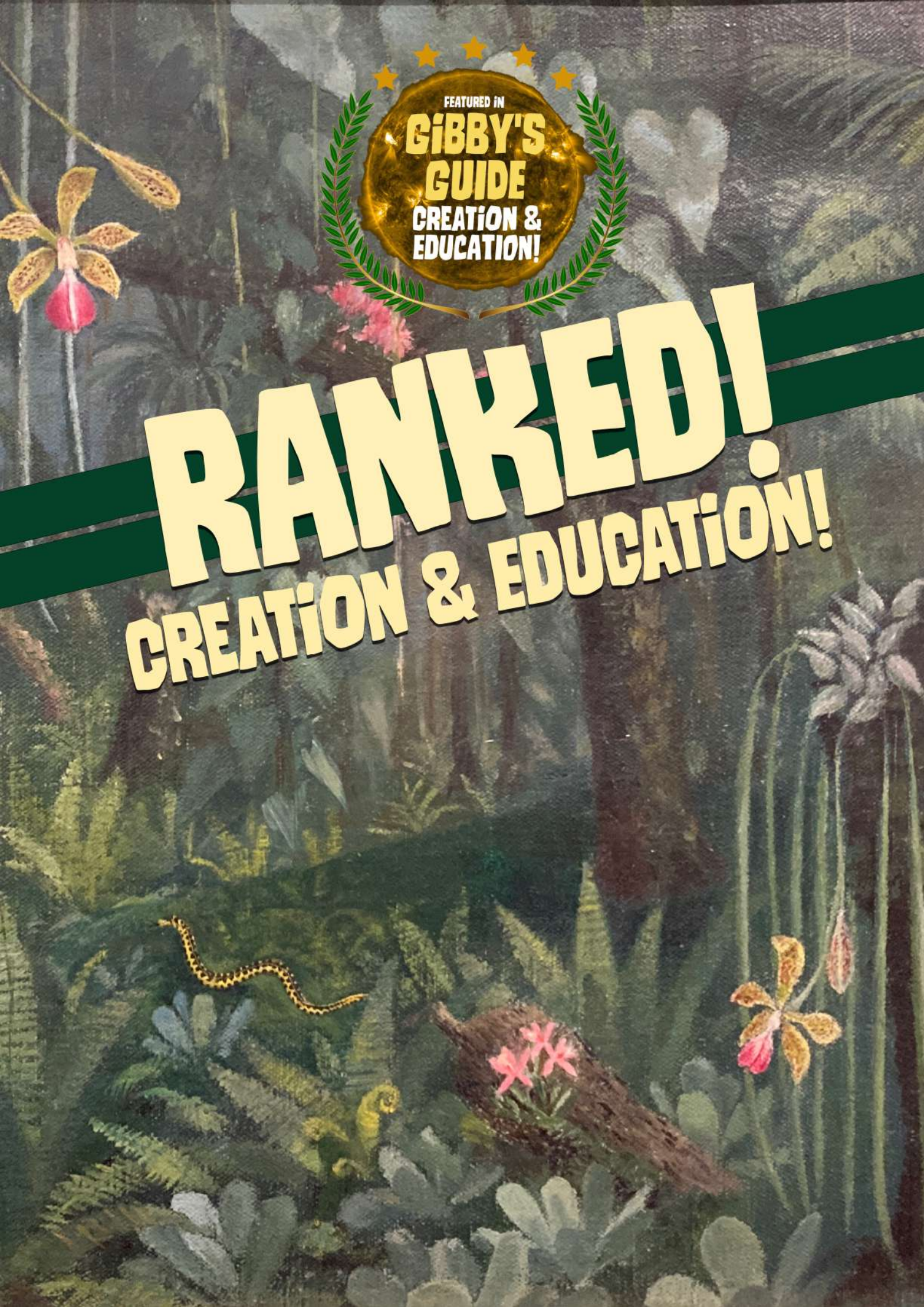
HEADPHONES

The soundcore VR p10 wireless earbuds (\$60) use a USB-C dongle for zero latency. The design means you can still charge while playing



RANKED!

CREATION & EDUCATION!



creation and education!



patchworld 🚗
app | \$25
build your own music machines!



virtuoso 🚗
app | \$20
trip out on your own loops!



BRINK traveler 🚗
app | \$15
photogrammetry tourism!



pianovision 🚗 🤖
app | \$10
virtual piano!



vermillion 🚗
app | \$20
passthrough oil painting!



multibrush 🚗
app | \$20
three-dimensional painting!



lost recipes 🚗
app | \$15
cultural cuisine!



figmin xr 🚗 🤖
app | \$20
mixed reality sandbox!



nano 🚗
app | \$15
gamified cellular biology!



wander 🚗
app | \$10
google street view!



vinyl reality lite 🚗
app lab | \$10
scratch that DJ itch!



art plunge 🚗
app lab | \$2
masterpieces come alive!

more creation and education!



paradiddle 🎮
app | \$20
 MR percussion & drumkit!



stellarium VR 🎮
app lab | \$10
 pro skygazer app!



ocean rift 🎮
app | \$10
 inside your aquarium!



skygaze xr 🎮
app lab | free demo
 passthrough planetarium!



earthquest 🎮
app lab | \$6
 Google Earth in VR!



anne frank house vr 🎮
app | free
 WWII diarist Anne Frank



mission: iss 🎮
app | free
 zero gravity inside the ISS!



painting vr 🎮
app | \$20
 large scale art studio!



groovr 🎮
app lab | \$6
 play Brazilian death metal!



magic keys 🎮
app lab | free
 virtual piano!



handpan vr 🎮
app lab | \$4
 zen percussion!



woorld 🎮
app lab | free & in-app
 multiplayer globe trotting!

productivity & tools!



immersed 🚲 🖱️
app | free
passthrough office



horizon workrooms 🚲 🖱️
app | free
infinite office



softspace 🚲 🖱️
app | free & in-app
spatial computing!



livro 🚲 🖱️
app lab | free demo | \$6
read this zine in VR!



gravity sketch 🚲 🖱️
app | free
more 3D design!



gesture vr 🚲 🖱️
app lab | \$14
life drawing!



arkio 🚲 🖱️
app | free
spacial design!



immergallery 🚲 🖱️
app lab | free demo | \$15
cool 360 photo viewer!



luminar 🚲 🖱️
app lab | \$6
reflective browser!



alcove 🚲 🖱️
app | free
family social app!



innerworld 🚲 🖱️
app | free & in-app
you are not alone



noun town 🚲 🖱️
app lab | \$15
a new way to learn a lingo!

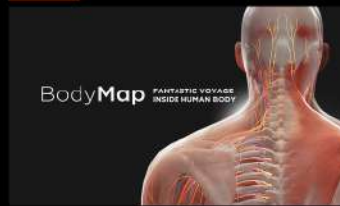
medical apps!

one!



human anatomy vr
app lab | free (2hr trial) 
with ant mode!

two!



bodymap
app lab | free (14 day trial)
fantastic voyage!

three!



medicalholodeck
app lab | free (7 day trial)
dissection master!

four!



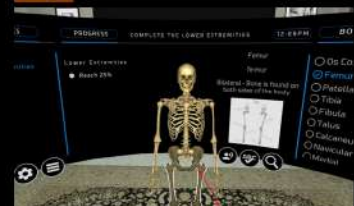
3D organon VR anatomy
app lab | free (7 day trial)
micro anatomy!

five!



auscultation training
app lab | free
listen to your body!

six!



human osteology vr
app lab | free
dem bones!

seven!



CPR
app lab | \$50
save a life!

eight!



CPR simulator
app lab | \$10
stayin' alive!

nine!



**US army medical vr
experience** app lab | free
M*A*S*H!

ten!



human anatomy puzzle
app lab | \$3
skeletal exam!

eleven!

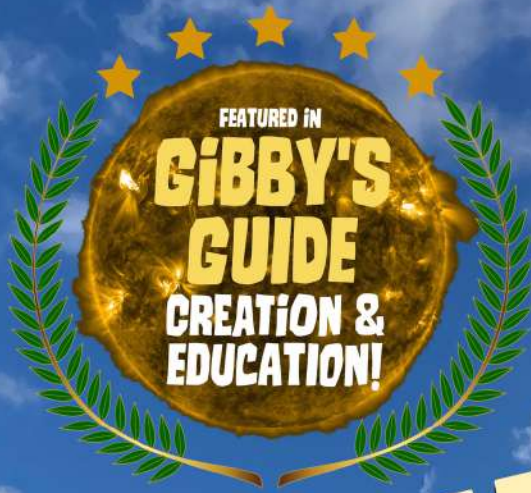


dissection simulations 
app lab | \$25 each
cat, shark, frog and pig!

twelve!



surgineer 
app lab | \$10
from hand physics lab devs!



REVIEWED!
CREATION & EDUCATION!



REVIEWS

mixed reality art creation!



Multibrush | \$20

Tilt Brush is dead, long live Tilt Brush! Google's seminal 3D painting tool, originally launched in 2016, went open source in January 2021 and within a week Multibrush was born.

Publisher Rendeever, founded by **Kyle Rand**, is on a mission to overcome social isolation through VR - and has added multiplayer. (If you can forgo that function, Open Brush is a free alternative)

'Your room is your canvas, your palette is your imagination' goes the tagline. Paint with the impossible, like smoke and fire, or chose from 85 different brushes.

Whether you want be a pro or just fancy some art therapy, get inspired! See Danny Bittman's youtube channel.



Vermillion | \$20

Dutch developer **Thomas van den Berge**'s lockdown project was to create this oil painting sim with passthrough. It's a wet-on-wet painting app complete with browser integration.

A simple tutorial and you are straight into your own beautifully designed art studio. It's amazingly tactile and very flexible with the ability to, for example, change up your brush type and size.

Digital painting has a lot of advantages - no cost, no mess, you can undo strokes and go back to autosaved versions as you progress.

You can even export your masterpiece at up to 8K, print it out and frame it in the real world. Now with multiplayer!

Painting VR | \$20

You stand in a huge white hanger with a giant canvas at one end. There's a satisfying squelch as brush hits canvas and the textures glisten in the natural light. It's all very intuitive - mix paints right in their pots and blend strokes.

REVIEWS

music creation!



meet the dev!



Virtuoso | \$20

A tool to play music with instruments designed for VR, Virtuoso makes GarageBand feel like the 18th century.

To a pulsating purple and blue neon background you can play the Oorgan, lay down a beat with the Empads, and discover the wHarp, Board and Clustr.

One hundred years on from the invention of the ethereal Theremin comes its freaky VR descendent, the Wavemin. You have a mic and the app now has passthrough.

Jonatan Crafoord is the creative genius behind it, and one of a five-strong team at Really Interactive in Sweden. It's easy to build up a series of live loops and MIDI support means a huge potential for professional artists too.



meet the dev!



PatchWorld | \$25

On the surface PatchWorld seems like a goofy gamified musical wonderland with genuinely funny teachers, wacky underwater vibes and a nice line in dub.

It's also as simple to play with as putty in your hands. You can get super creative in seconds with voice loops, samplers and drum machines and there's a great creative percussive space that uses raindrops in the desert.

But scratch under the hood and it's also a highly technical endlessly-customisable open source music machine! Using 'patches' you can join together the building blocks to create instruments and sonic experiments as far as your imagination can take you. An incredible audiovisual interface.

Symphony Of Motion | free

You'll be playing and looping in seconds with this simplified and intuitive interface of drums and keys. With nice crisp interactive visuals it's a perfect pick up and play for non musicians but with more depth for those who want to explore.

REVIEWS

more music creation!



Vinyl Reality Lite | \$10

Are you kidding me? A pair of my very own Technix (*sic*) decks to play all my own music? And I can stream it live on a separate master audio output and record all my mixes?

Wave your hands in the air for TTycho from Berlin. A stripped back design means you can get on the ones and twos in minutes. A box of records holds all your imported tunes.

It's essentially a DJ sim and you could take your skills into the real world. An ingenious solution to the fact you're already wearing headphones is that you hold controller up to your ear to cue.

Now with passthrough, you can DJ and see the room.



Paradiddle | \$20

If you like your marimbas and your glockenspiels but don't happen to have a full percussive set up to go with your non-existent drum kit, try Paradiddle.

Just drag and drop a range of over 50 instruments into your own custom arrangement or try a preset like the 'Ringo Starr'. Kick drum is with trigger button but there is pedal and periphery support.

Learn how to play the kit in ten simple lessons. You can turn on passthrough to play in your own room or opt for the nature-themed dojo, galaxy or jazz café.

It's also a rhythm game with 30 songs to play along to Guitar Hero-style. There's Midi support, you can import custom songs and record your own. Let's rock!

Musical Journey | free

A clever educational trip into musical styles. Mix and match Jamaican bass with BB King guitar, Czech folk violin with Tropical House drums. Play with fusions to unlock new ones. There's everything from UK grime to EDM.

REVIEWS

mixed reality music!



PianoVision | \$10

In the brand new arena of AR musical fun and education, PianoVision seems to hit all the right notes.

You can choose between connecting to a midi keyboard (using a USB cable to plug into your headset) or playing the 'Air Piano' which you can set up to appear magically in front of you.

Default keyboard size is realistic and real world calibration over an actual piano works well. Fingering labels help you to play each note with a specific digit.

You can upload your own custom songs, learn to read sheet music and even have multiplayer concerts in passthrough or in a music hall! And there are weekly updates from the developers, ZarApps.



Magic Keys | free

Magic Keys has a clean menu and uses the same familiar Guitar Hero-style coloured cues.

Promising passthrough to a real piano, the app allows you to play actual notes with key names overlaid, although calibration is a little awkward.

You can also connect to a midi keyboard or use the option of a virtual keyboard but you lose the louder or quieter dynamics or sharp or soft notes that come with a real keyboard.

Setting key width to narrow helps with octave stretch. There's a chords and scales trainer and whether you are more Twinkle Twinkle Little Star than Beethoven's Für Elise, it's all great fun!

Handpan VR | \$4

Invented in Switzerland in 2001, the handpan is like an inverted steel drum with a lovely meditative sound, and this is a lovely meditative app. Have a calming little trip playing along to ambient sounds and beats, building loops as you go.

virtual tourism!



Wander | \$10

It might only be Google Street View in VR but being able to go to any address on the planet in an instant never gets old.

The street where you were born? The city your friend has moved to? The neighbourhood near the Air BnB you'll be staying in? Just type in the address and immerse yourself in the surroundings.

This is photo, not video, of course but it's one of the best multiplayer hang out apps, touring the world with friends and family.

Play geo guessing as you land in a random spot, or try out the flawed but fun voice recognition system. You can bookmark your favourites and even 'time travel' to older registers of the same locations. Hours of engrossing fun.



Lost recipes | \$15

'Perfect!'. As your jolly Greek host heaps praise on you for frying some more dough balls, you can bask in the glow of your new found culinary skills.

Learn recipes that hark back to Ancient Greek, China and Mayan cuisine. As you'd expect from Schell games, it's polished in looks and playability.

There are no time pressures (except avoiding burning the pita bread) and you can make your Dongpo Pork and Mukbil Pollo with carefree abandon.

It's all relaxing, fun and you learn a little bit too. There's an additional recipe book so you can repeat the dishes at home (although you might need to dig a fire pit first). Short but sweet. And savoury.

Brink Traveler | \$15

This is hi-res photogrammetry but with special sauce - flying birds and grass bending in the breeze. You can move around a few feet in any direction and there's binaural soundscapes. Now with an AI guide and multiplayer.

virtual tours!



Anne Frank House VR | free

An unparalleled and unmissable visit to the house of Anne Frank, the Jewish girl who was given a diary on her 13th birthday and whose writings in hiding during World War II became famous after she died in the Nazi Bergen-Belsen concentration camp.

The cramped house - a 'secret annex' of an old office building in Amsterdam - is replicated faithfully. Pick up objects and discover the minutiae of Anne's life in resistance.

A short video precedes and unlocks the tour and you are free to wander around long after it has finished. If VR ever makes it as mainstream in the classroom this would be first on the list marked compulsory.



Mission: ISS | free

Experience micro gravity in this Emmy-award winning simulator aboard the International Space Station - if your stomach can take it!

It takes some getting used to as you push off walls and grab rails, stopping occasionally to listen to the astronauts talk on educational videos.

When you tire of flinging Fancy ketchup bottles and strapping down floating bags it's time for the main event - the spell-binding spacewalk. It's incredible to tour the station from the outside bathed in sunlight, stars and the Earth below.

Back inside, head for the Cupola to learn how to operate the infuriating robot arm. In space no-one can hear you scream.

Art Plunge | \$2

Magical immersion into five masterpieces which are brought to life in an inspired interpretation in VR. Featuring Starry Night, Mona Lisa, The Birth of Venus, The Creation of Adam and Girl Reading a Letter at an Open Window.

virtual stars!



Skygaze XR | free demo

The neat trick here is the sliding roof which opens your ceiling to reveal the night sky in real time for your very own passthrough planetarium.

The result of a hackathon project by solo developer Emanuel Tomozei, Skygaze has the option to show constellation lines and you can click on any star for more info, displayed on a floating panel.

Choose a planet and it'll zoom into view for a closer look - Saturn's rings are impressive. You can also switch passthrough off and get a 360 sky.

In development, telescope mode and satellite tracking are currently locked and Planetarium mode is just a 180 film trailer but this app promises much, much more.



Stellarium VR | \$10

Stellarium is a serious stargazer tool that has been around for over 20 years. Simply set your time and location and what you see is what you get when you look up at the night sky.

The basics are all covered with spinning models of the planets of the solar system and the International Space Station. But the real value of the software is the default catalogue with over 600,000 stars and 80,000 deep sky objects.

A nice touch has always been the constellations as seen by over 40 different cultures, a result of the open source development. The go-to app for astronomical study, Stellarium VR is a familiar and faithful copy of the PC and mobile standard.

Sky Academy | \$5

Know your Canopus from your Sirius, your Crux from your Ursa Minor - learn 88 constellations with a quiz that trains your eye. Gaze at the whole of the night sky and point at any features for information.

REVIEWS

virtual earth!



Woorld | free & in-app

Woorld is a social or solo globe-trotting experience with Google Earth integration and a mini-game VR version of Geoguessr.

Moving around an expandable tabletop style 3D map of the world with hand tracking or controllers takes a little practice.

Once you find a location you can click on the 360 photos marked to be wrapped around by that environment or you can suspend the map in your space in mixed reality.

The UI isn't the best and only a limited amount of cities are rendered in 3D but the magic of the app speaks for itself - unlimited exploration of everywhere on Earth in VR. You can create private worlds for up to eight people once you've negotiated an often chaotic lobby.

For \$7 you can upgrade to Explorer+ and Player+ to include features like tilting the map, custom pre-sets, solo worlds and more *Where In The Woorld?* locations.



EarthQuest | \$6

Google Earth on standalone VR with multiplayer! Does it work? Yes! Is the resolution great? No! But it's good enough. There's the same awesome sense of scale - fly from above the planet down to street level with 3D models.

Use controllers or hand tracking with a simple menu or an AI that is there to guide you in multiple languages.

You can play solo or with groups of up to three. Search by eye or typing any address. A nifty feature is to teleport to other player's locations.

Fine-tune speed, resolution, mesh quality range and simultaneous tile loads. The fact you can do this at all without a PC is incredible.

It's even more impressive when you bear in mind this was all made by a young developer in Romania on his own who is inexhaustably updating and adding new features. Inspiring.

** Requires registration for a free Google API key to work.*

simple tools!



ImmerGallery | **free demo** | \$15

Finally, an intelligent viewer for 360, 180, panoramic and flat photos that really should be bundled for free by Meta themselves.

Never mind, solo developer Daniel Pohl has come to the rescue. The app will recognise and automatically display all formats correctly for a hassle-free experience.

Feature-rich, you can add dynamic effects like rain and snow or add FX, music or voice notes. You can turn in 360 with the thumbstick and use the Quest 3 as a 3D camera.

There's DNLA support and you can directly download shared galleries. Note: there is no support for video.



Livro | **free demo** | \$5

Now you can read your favourite VR zine ... in VR! Portuguese developer ChronicBite has teamed up with Gibby's Guide to offer this very digital magazine as a pre-load with the demo version of the app. **Download now for free!**

You can supersize for clear and comfortable text and flip the pages with hand tracking. There's even some ambient sounds to choose from to put on in the background, like a crackling fire.

It looks fantastic in passthrough where you can lay the book down on a physical table to browse.

Upload novels, comic books or manga with Google Drive intergration or use sidequest. Supports pdf, cbz and zip.

Contour | **free demo** | \$10

A handy little app, Contour does one thing and it does it well - overlay any digital design you want over a surface to trace it on to canvas, paper, a sign, a wall or anything you like. It's a simple but effective technique.

REVIEWS

mixed reality tools!



Gravity Sketch | free

The future of design? A powerful pro 3D modelling tool, Gravity Sketch takes you from free-form sketching to advanced geometry with a sleek, slick and intuitive interface. There's a learning curve of course, but there are expert built-in tutorials.

The app is put together by a 75-strong team from across the globe and is in constant development. It's used by leading brands from car design to trainer innovation has 1.5 million users to date.

To enter passthrough, lift your controller up to the side of your head and pull the virtual headset off with the grip button.

Gravity Sketch has a paid-for version for enterprise which adds support.



Gesture VR | \$15

With a simple black and white aesthetic and ambient music, Gesture VR is a straight-forward life drawing app and passion project from [Nick Ladd](#), ace animator from the fabulous Tales From Soda Island series.

There's 120 photogrammetry nude models in a variety of poses (plus a skeleton and a horse) which, using passthrough, appear to be in your room.

It's highly customisable - change lighting, rotate models at will, alter the size of your sketchpad or the position of your pen or even draw in a 3D space off the page. Transform the models into box form to help train your hand. You can enable up to four students and a teacher to be in the same virtual space.



Luminar Web Browser | \$6

Cinematic youtube on the wall? On a 32:9 aspect curved screen with a gorgeous glossy reflection on your table in mixed reality? Luminar takes a simple premise and executes it perfectly.

Note: Quest 3 only.

productivity



Immersed | free

Immersed have positioned themselves as the leader in spatial computing and have announced that their own headset, Visor, will be coming in 2024.

This is essentially a home working suite in mixed reality. You can design various portals to your real-world workspace with up to five screens open.

It's very intuitive and simple to set up, mirroring your laptop or elements of it. You can even position a screen so you are laying down.

Immersed are attempting a direct challenge to Apple - to deliver a working environment with competent software and a lightweight and comfortable HMD.



Horizon Workrooms | free

Workrooms is part of the suite of 'Horizon' apps for Meta's nascent metaverse together with Worlds. It's designed for team meetings as part of their vision of the 'infinite office'.

You can share your screen and whiteboard but tracked keyboard integration is currently restricted to an Apple Magic Keyboard or Mac Book Pro.

Up to 16 people can join at a time with others via video call but let's be honest, those used to Zoom are likely to be more distracted by comedy cartoon avatars.

'Kick back and connect with colleagues in our coastal environments or celebrate your big win with a virtual high-five,' says the blurb.

Softspace | free & in-app

Softspace uses hand tracking with passthrough to create a beautiful and intuitive work space for designers and researchers. This is the closest mimic so far to Apple's 'spatial computing' concept.

medical apps



Human Anatomy VR | **free trial**

This is Fantastic Voyage territory. The classic sci-fi film featuring people shrunk to microscopic size to enter the human body is made real in Human Anatomy VR with Ant mode.

Fly into to the brain, for example, and marvel at the details. You can do it in your own room in passthrough mode and manipulate the whole thing with hand tracking.

The simplified and cheaper version is aimed at sports and fitness enthusiasts or those with a passing interest. The more detailed option with 10,000 anatomical structures is for medical professionals for education and surgical planning.

** Free trial (2hs)*



Medical Holodeck | **free trial**

Medical Holodeck is a suite of applications aimed at everyone from casual users to medical professionals. Dissection Master XR is the only one publically available for standalone.

It features a real human body made with photogrammetry designed for university level education. There are ten levels you can strip away from skin through to organs.

It looks like a gruesome Goya painting and works like a virtual cadaver lab. Info panels open for each of the anatomical structures and you can hover a browser window for further research. It can even render CT scans in 3D.

** Free trial (7 days)*

BodyMap | **free trial**

BodyMap calls itself 'the Google Maps of the human body' with 12 systems, male and female models, flashcards and courses with a user-friendly interface.

** Free trial (14 days)*

REVIEWS

more useful stuff!



Noun Town | \$15

It's a different approach to language learning. Explore an island and pick up any object. Now hold the item to your ear to learn how to say it, then speak.

If correct, the item (*chōri nabe!* cooking pot!) will turn from black and white into colour. The more you learn the more colour will return to the island, Noun Town, and with it, the islanders.

Get to know these locals, ask questions and have a conversation. From your HQ in the blimp in the sky you beam down to the café and the bakery with many more areas like a farm to unlock.

Current supported languages are Japanese, Spanish, French, Italian, German, Korean and Chinese.



Alcove | free

Alcove is a family social app made by Rendeever, founded by **Kyle Rand**, whose mission is 'overcoming social isolation through VR and shared experiences'.

It's aimed at the elderly and everything is made as simple as possible, all arranged in a spacious house with themed rooms and a relaxing veranda.

Customise and put family pictures on the wall, play board games like chess and draughts and watch TV in the living room. In the travel room one click can take you on hot air balloon rides or deep sea diving in 360 videos.

There's seamless integration with Multibrush and Wander, for example, so you can paint or travel the world together.

Innerworld | free & in-app

From CEO Noah Robinson: 'Innerworld has entire worlds built for your mental wellness. Our community is a great source of positivity. Come to a meeting, even if you just watch and listen, or you can share what's going on in your life.'



Figmin XR | \$20

Figmin XR emerged like a Phoenix from the ashes of the 3D painting app Tilt Brush. Made for mixed reality, it's a sandbox to create, paint and play with your room as your canvas.

You can import 3D models from Sketchfab and interact with a physics engine and editor.

Overlay any images or even videos and gifs around your house to create some pretty wild environments to walk around with passthrough. Multiplayer is supported, too.

The controls are a little fiddly and there's a learning curve to get started. But there's magic in MR and Figmin gives you the playground to experiment.



Nano | \$15

Never has a lesson in cellular biology been so exhilarating! Many apps try to make learning fun but Nano nails it with a glimpse into the future of education.

This is a fully-fledged game that gives you a solid knowledge base of proteins and pathogens as an incidental aside, 'an adventure with real science in its DNA'.

There's a new global pandemic and it's your mission to save the world by investigating and destroying the deadly fictional Pandoravirus.

Control a nano-sized drone and do battle inside the human body with a mix of combat and puzzles. Innovative stuff from developers Lighthouse.

Ocean Rift | \$10

Draw portals in your walls and ceiling to create an interactive aquarium! From Great White sharks to Hammerheads, dolphins to Beluga whales, Ocean Rift is an educational experience that's been around for a decade, but now with MR.

FILMS & ANIMATIONS!





RANKED! FILMS & ANIMATIONS!

HOW TO WATCH

Films and animations can be viewed on one of these apps:



vr animation player is free to download, **meta quest tv** is preinstalled. On the **youtube vr** app, select 'watch in panel' then 'watch in immersive' for 4K or use the **meta quest browser**. On **meta quest tv** click 'cache high quality' for a high resolution download instead of streaming.

interactive animations!

Interactive animations are a whole new level of magic. Here's my top 12!

one!



wolves in the walls 🏠

app | \$9

do you believe me? 40m

two!



the line 🏠 🦋

app | \$5

Emmy award winner 20m

three!



luna 🧘 🚗

app | \$15

back to life 1-2hrs

four!



paper birds part I & II 🦋

app | \$7

music and light! 30m

five!



baba yaga 🏠 🦋

app | \$6

protect the forest! 22m

six!



timeboat 🏠

in app | \$12

'the under presents' 30m

seven! new!



retropolis 2 🚗

app | \$25

be a robot detective! 3-4hs

eight!



hitchhiker 🚗

app | \$20

a road trip mystery! 3hrs

nine!



goliath: playing with reality

app | free

exploring mental health 25m

ten!



MLK: now is the time 🦋

app | free

The legacy of Dr King 10m

eleven!



madrid noir 🏠

app | \$9

Lola's journey 45m

twelve!



bonfire 🚗

app | \$5

play fetch with aliens! 20m

quillustrations!

Download VR Animation Player to watch these great titles. Quillustrations are made in VR using the animating tool, Quill.



1 - the multiverse bakery
studio syro | free
unmissable adventures ...



2 - the neon jungle
studio syro | free
... from the tales ...



3 - the quantum race
studio syro | free
... of soda island! 3 x 5m



4 - the golden record
studio syro | free
if only Carl Sagan could see this! 12m



5 - the school trip
studio syro | free
there's magic in the water! 12m



6 - silence
studio syro | free
who is Silence? 12m



7 - the last ingredient
studio syro | free
the series finale 12m



lustration
new canvas | free
before the after life 30m



four stories
nick ladd art | free
simultaneous quartet of fun tales 12m



peace of mind
blue zoo | free
bing bong! dream interpretation 5m



lifetime achievement
parade | free
the lengths Yonaton Tal goes to for his mama! 15m



dear angelica
oculus | free
the first quillustration! 15m

animations archive!

2023

2019

A selection of the best content over the past eight years ...

2023



angel eyes
app lab | free
graphic novel 9x5-7m



biolum
app lab | free
dramatic deep dive 30m



reimagined vol 1: nyssa
meta quest tv | free
a young witch 15m



(hi)story of a painting
meta quest tv | free
the light in the shadow 15m



missing pictures
apps | free
films never made 5x9m



nightmara
meta quest tv | free
mara, 11, is awake! 3x13m

2022



namoo
meta quest tv | free
the tree of life 12m

2021



battleScar
app | \$6
girls invented punk! 28m

2020



the dawn of art
meta quest tv | free
the cave of forgotten dreams 10m

2019



ayahuasca
app lab | \$6
Jan Kounen's jaw-dropping Amazonian trip 18m



the spacewalker
youtube vr | free
1965 Voskhod-2 rocket launch! 4m



the key
app | free
where am I from? 20m

animations archive!

2018

2015



the remedy
[meta quest tv](#) | free
seminal comic book 10m



cesare's dream
[youtube vr](#) | free
the cabinet of dr caligare
- what is reality? 6m

2018



crow the legend
[youtube vr](#) | free
from the makers of
Madagascar! 22m



isle of dogs
[youtube vr](#) | free
stop motion studio 6m

2017



the dream collector
[youtube vr](#) | free
an old man and his dog 13m



las meninas
[youtube vr](#) | free
inside the masterpiece of
Diego Velázquez 6m



asteroids!
[youtube vr](#) | free
Mac, Cheez and Peas! 7m

2016



dreams of dalí
[youtube vr](#) | free
inside a Dalí painting 6m



invasion!
[app](#) | free
aliens try to take over the
Earth! 6m



pearl
[youtube vr](#) | free
Oscar-nominated tale of
father and daughter 6m

2015



the night cafe
[app lab](#) | free
interactive van Gogh! 5m



the butcher
[youtube vr](#) | free
run, rabbit, run! 2m

film archive!

2023

2019

Use a swivel chair and headphones for your best viewing pleasure! Resolution may be found wanting in older titles! For film festivals see xrmust.com.

2023



jfk momento
app | \$8
historical recreation 35m



end of night
app | \$3
war stories 49m



behind the dish
meta quest tv | free
delicious stories 3x12m



apollo to artemis
meta quest tv | free
Nasa generations 15m



galapagos
meta quest tv | free
VR180 Attenborough 3x7m



conquest of the skies
meta quest tv | free
VR180 Attenborough 5x9m



the soloist vr
meta quest tv | free
free climbing epic 2x30m



the ISS experience
meta quest tv | free
life among the stars 2h19m



on the morning you wake
meta quest tv | free
anti-nuke doc 38m

2021



surviving 9/11
meta quest tv | free
reconstructed in VR 20m

2020



into space
app lab | \$3
from the moon to mars 25m

2019



immerse
meta quest tv | free
best underwater film 9m



the overview effect
youtube vr | free
astronomical metanoia 6m



-22.7 °C
meta quest tv | free
DJ Molécule in the Arctic 9m



traveling while black
app | free
Jim Crow era 20m



airpano vr jellyfish bay
youtube vr | free
breathtaking underwater
film in Indonesia 3m



polar obsession
youtube vr | free
seals in Antarctica 7m



okavango experience
youtube vr | free
astonishing wildlife in the
Okavango Delta 4 x 6m



**charlie checkers goes to
brazil! youtube vr | free**
six-year-old Charlotte's
imaginary journey 7m



sanctuaries of silence
youtube vr | free
the last silent wilderness 7m



alteration
meta quest tv | free
disturbing experimental
AI sci-fi 17m



save every breath
youtube vr | free
WWII dunkirk 1940 4m



nomads
meta quest tv | free
maasai mara + 3x12m



strangers
meta quest tv | free
just a guy making music 8m



REVIEWED!

FILMS & ANIMATIONS!



interactive animations!



Wolves in the Walls | 40m

'I sat in my car for 30 minutes thinking about it. That could have been any character, that cube could have been any object,' remembers director Pete Billington as he describes his epiphany using the 'Toybox' demo which first illustrated animated user interaction.

That character became the adorable wide-eyed child Lucy and that cube became a Polaroid camera in the sensational *Wolves in the Walls*, an Emmy award-winning pioneer in the use of 'virtual beings', powered by AI.

The emotional bond with Lucy becomes as strong as her own with 'pig puppet' in Fable's adaptation of Neil Gaiman's eponymous children's book. You won't want to leave her side. Visionary.



Hitchhiker | 2hs

'We are all looking for something along this road, I haven't met anyone who isn't' says 'Hops' a humanities teacher apparently driving around in endless circles in some American suburban hell.

Nothing is as it seems in this surreal road trip. Your drivers - there are five of them - chat away to you as you reply via a choice of dialogue boxes. It's a lengthy narrative but that's ok, you relax into it, resisting the temptation to reply out loud.

The mystery begins as you jump into Vern's car on the open road. He's a raisin farmer and he *really* wants you to try his raisins. There are simple puzzles and some nifty style shifts in the animation. *Hitchhiker* is definitely worth getting your thumb out for. Enjoy the ride.

Bonfire | 20m

As Scout 817, you've been sent to find a new home for humans. Before long you are playing fetch with a pink porkbun using cubed filipino beef skewers. Weird. Do you save the human race or your new alien friend? From Baobab Studios.

hand tracking interactive!



Paper Birds | 30m

'The morning breeze was my favourite part of the day' declares Toto, a flat-capped boy playing a *bandoneon* (a type of concertina) in this quintessentially Argentinian animation directed by German Heller and Frederico Carlini.

Archie Yates, Edward Norton and Joss Stone star as the voices of Toto and his grandparents Robert and Elsa in this pretty handcrafted stop-motion yarn that slowly and expertly reveals a complexity and mystery of those blue neon birds.

At times tear-jerkingly beautiful, Paper Birds is a two-act play from the perspective of youth and old age. The hand tracking of music and light is as thrilling as the story is profound as you discover portals to an invisible world.



Baba Yaga | 22m

The wild witch of centuries of Slavic folklore, Baba Yaga, fixes her piercing green eyes on two brave young daughters of a sick village chief in this interactive animation from Baobab studios.

Magda (voiced by Daisy Ridley) and Sasha - that's you - must go into the dangerous forest to get the witch blossom cure from the enigmatic old hag (Kate Winslett) to save your mother (Glenn Close).

Yes, it's an all-star cast - and all-female - and although the hand tracking interaction is minimal it is spectacular, from taking a lantern from your sister to unleashing thunderbolts of thorns. There are multiple endings - which path will you chose?



The Line | 20m

A love story between Pedro and Rosa, two miniature dolls on a scale model of 1940s São Paulo. Narrated by Rodrigo Santoro, this Emmy award-winning tale from Brazilian studio Arvore is a showcase hand tracking experience.

more interactive animations!



Timeboat | 30m-1hr

Hidden within 'The Under Presents' app is Timeboat, a standalone interactive animation that is a cast-iron case of how VR can be mind-blowingly inventive.

Using your virtual golden mask you can toggle between seeing the world in miniature or at human-scale as you ghost around the scenes during the three acts. You can wind time back and forwards and move using 'scrunch' locomotion, essentially warping through space.

In the story itself you go onto a research ship, The Aickman, which lurches into disaster when it gets stuck in an ice floe. On board there's a cast of fully fleshed-out characters for you to eavesdrop on during your own non-linear adventure. Audacious and ground-breaking.



Madrid Noir | 45m

Lola is a distracted young woman, uncomfortable with her unresolved memories. 'These boxes won't unpack themselves,' she says, as you help her rummage in drawers and answer the phone in the former apartment of her dodgy uncle.

Directed by James Castillo, Madrid Noir is a tale in two acts set in the Spanish capital, a night-time *paean* to a lost era. Sucking on cigarettes in the back streets, doing deals with the shiftiest of bar room buddies, Lola's uncle is up to something.

Reaching back into her memories, she resolves to check it out. In a perfectly honed finale, Lola confronts her past. The majority is played out on a theatrical stage but there's precious interaction.

Luna | 1-2hs

This beautiful story of the reconstruction of a world that's been blown off-course seems to chime perfectly with the times. Part interactive animation, part game and part meditation, Luna stars a young red Bird who must reawaken a broken planet.

even more interactive!



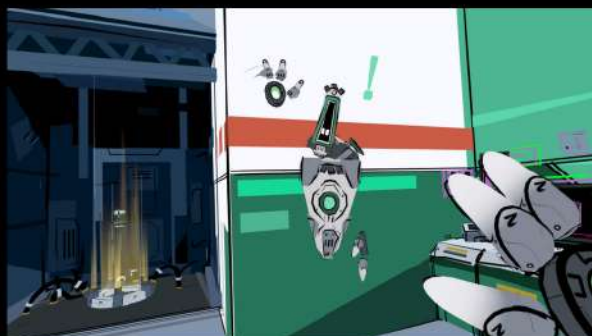
Retropolis 2: Never Say Goodbye

'Before they were gone, humans made robots to keep civilisation alive. But just like the humans, we turned out to be apathetic and broken.'

This is Retropolis, a city populated by robots like you, Philip Log, a downbeat private detective. This welcome sequel sees our anti-hero continue his adventure chasing the beautiful blue movie star, Jenny Montage.

With more story than your average puzzle game and a quirky off-the-wall humour, Retropolis is an admirable point-and-click interactive animation replete with spring-loaded arms.

*** The Secret of Retropolis (\$10) and dot.LINE (free) are also available.**



Goliath: Playing with Reality | 25m

It's a psychotic episode while DJing at a rave that 'Goliath' realises that he's going 'mad'. The film flips effortlessly from techno, turntables and trippers to a very sparse room in a psychiatric hospital.

Made by London-based Anagram, it's profoundly affecting and doesn't pull any punches. 'My fucking head is just ... fucked,' says Goliath, narrating his own true story along with Tilda Swinton.

A tale of suffering, schizophrenia and salvation via the online gaming world is delivered through mind-warping visuals, minimal interactions and a clever device to hear voices in your own head.

It feels like an important step towards changing how mental health is portrayed.

Unbinary | 3hrs

A sarcastic AI leads you on a hand-painted puzzle adventure. Donning one of three masks alters the way you interact in this gem from Brazilian indie studio Ludact. Cartoon climbing is fun! Opção de voz em português ;)

quillustrations!



meet the dev!

**Lifetime achievement** | 15m

Leaning on the comic traditions and style of Tex Avery and Chuck Jones, this tear-jerker is a riff on the value of presence over presents.

Former Disney animator **Yonatan Tal**, who set up LA-based Parade Animation, draws on the love for his own mother (he declares as much in the opening credits) as he weaves a fast-paced fable that flies from secret caves in South Indonesia to albino crocodile hunting in Africa.

High-flying French designer Albert – so ritzy that ‘Lorenzo is my exclusive gold supplier since 94’ – is trying to make the ultimate gift for mama. But will the quiet tea-drinking septuagenarian be impressed?



meet the dev!

**Tales From Soda Island** | 1hr+

An astonishing series of seven shorts from Studio Syro – all set in the strange universe of Soda Island, with smoothie beavers and peace-loving *nekoalas*.

In **The Multiverse Bakery**, a chef bends space-time. A humanoid *tadpolotl* emerges from the water in **The Neon Jungle** and it's a techno candyland version of 60s cartoon Wacky Races in **The Quantum Race**. In **A Golden Record** a worker ant breaks free with the help of surprise find, and there's magic in the water on **The School Trip**. A mysterious silhouette is explored in **Silence** and the series concludes in **The Last Ingredient**. It's eye-popping fun. Sometimes fantastically minimalist and always wordless, Soda Island is fizzing with life.

Four Stories | 4 x 3m

An quartet of simultaneous tales set on the upper floors of an apartment building – four stories – by Canadian *quillustrator* **Nick Ladd**. Highly original and voyeuristic, it's only three minutes long – but the genius is that you can watch it four times over.

more quillustrations!



Dear Angelica | 15m

The Quill app was actually originally conceived as a tool to help in the creation of a novel attempt at VR illustration: Dear Angelica.

Released in 2017 and created as a female-led story, illustrated by women, it explores the relationship between the titular Angelica (voiced by Geena Davis) and her daughter Jessica (Mae Whitman).

Angelica was an actress that had roles as astronauts and superheroes, but her passing has led to Jessica reconnecting by watching back her old films.

It plays out like a lucid dream, each line being willed into creation.



Lustration | 30m

'Give me silence and a black abyss after all of this,' says detective Pine, musing with her colleague on the prospect of a life after death. Pine is one of four characters explored in each episode of Lustration, a noir-style comic based on the graphic novels written by Ryan Griffen.

The whole caper is based on a neat trick: you can flip between camera angles or even full scenes as they play out in parallel in both The Living World and The Between, a kind of after life purgatory.

They often intersect and you can rewind and see what happened from the other perspective. There's quality both in the voice acting from a class cast and Griffen's socially astute dialogue.

Peace of Mind | 5m

A slightly confused Mr Burrige enters an austere waiting room where he's told to wait for his 'live dream interpretation experience'. The unseen overworked technician Jason is keen to hurry things along, ignoring his pleas that 'this is not a dream, it's a recurring nightmare!'

art animations!



Dreams of Dalí | 6m

A stone-cold classic must-see, *Dreams of Dalí* is an epic fly-through the trippy surrealism of the Spanish painter.

It begins in the desert as an ant-sized father and child gaze up at two towering praying figures, the scene from his work 'Archaeological Reminiscence of Millet's *Angelus*'.

Although that painting is the anchor of the film, other iconic elements are introduced - a lobster phone rings under one of the towers, a girl is skipping rope, and the elephants on stilts trumpet under the crescent moon.

With the echoing voice of Salvador himself in English and Spanish, it's an *obra maestra* all of it's own.



Las Meninas | 6m

Commissioned by Spain's King Philip IV, 'Las Meninas' ('The Girls') is a masterpiece from 1656, a play between illusion and reality. The artist Diego Velázquez stares at us from behind his easel and it is with his words that we are projected behind the curtain and into the canvas.

He teases us with the mystery of what he is actually painting. Is it the ladies-in-waiting? Is it the King's daughter? Is it her 'little men of pleasure', the dwarves who are always at her side? Is it the Royal couple, reflected in a mirror?

Or is it Velázquez himself, painting the painting? *'Everything that we see with our real eyes is, for me, nothing other than a dream and a farce'*.

The Night Café | 5m

Hang out with Vincent as he tugs on his pipe in an imagined back room inside his painting *The Night Café*. From the Sunflowers on the piano and his simple functional chair to the *Starry Night* out the window, this is a loving tribute.

more animations!



Angel Eyes | 9 x 5-7m

A down and dirty animated graphic novel in nine short chapters, heavy on some great ambisonic audio and driving music.

Published by Sky Immersive, this is a comic with no voice narration. The story begins with 'The Assassin' in which the killer Janus meets his own untimely end. But that's just the start of his story.

Janus ends up in purgatory and is sent back to Earth after the guidance of two white-suited angels.

Human existence is the only thing preventing the onset of the apocalypse and Janus is tasked with preventing it. Gory and bloodthirsty, it ebbs between the forces of good and evil. But who will win?



The Key | 20m

Profound and unsettling, The Key takes you on a surreal journey through barren landscapes, watercolour skies and expressionless figures dressed uniformly in black.

One of them introduces herself as Anna. 'I can't remember where I came from,' she announces, 'but I keep having these dreams, and there's always a key.'

You are introduced to some friends at the outset - one likes to sing, another likes to dance, a third is shy. But there's a storm brewing.

Directed by Celine Tricart, you'll come across a multi-eyed bureaucrat and get a tongue-lashing from a demon and it may not make much sense - until the end.

The Remedy | 10m

Seminal comic book quillustration by Daniel Peixe. A single mother must venture into the dangerous unknown to find a cure for her dying child. The quest for a plant with mystical healing properties is the only way to save him.

life-affirming animations!



Namoo | 12m

An Oscar-nominated short from Baobab Studios, *Namoo* (meaning tree in Korean) is the story of one life from birth to death set on a single stage scene.

The tree stores all the memories and things collected during a lifetime, from a toy bunny to a bike, a paintbrush to a book of poems.

Starting off as a sapling, growing roots and spreading skywards, the tree remains as the ever-present and evolving backdrop to the tale, as the protagonist grows up, falls in love, and finally reaches old age.

Hand drawn in Quill and written by Erick Oh, *Namoo* is poignant, reflective and affecting.



The Dream Collector | 12m

An anonymous figure on a bridge. A guitar hurled into the abyss. An old man and his dog, living under amongst the rubbish under the motorway: the dream collector.

Written and directed by Mi Li, this uplifting whimsical tale follows the humble handyman as he fixes the discarded *bric-a-brac* of life and sends it through a mysterious carousel.

There's a deflated football and a old baseball glove, all lovingly restored to their former glory.

With the sound of the tinkling bell of his pet companion, he goes about his business come rain or shine until winter sets in. Where do all his items go?

Missing Pictures | 5x9m

Missing Pictures is a collection of stories by five directors about projects that never made it to the big screen. Each short is narrated by the director who are filmed in volumetric capture and integrated into the animation.

challenging animations!



Ayahuasca Kosmik Journey | 18m

Director Jan Kounen's jaw-dropping Amazon trip begins in the jungle with a shaman sitting in front of you, framed against the roots of a giant tree.

The indigenous healer, from the Peruvian Shipibo-Conibo tribe, begins a meditative chant to take you into a trance-like state - an ancient ritual played out on the most modern of media, and one of the most powerful experiences in VR.

Representing the effects of the hallucinogenic drug ayahuasca, you begin a mesmeric psychedelic journey, with visions of animal spirits from serpents to hummingbirds in the fractal cathedrals. It's not a film to be watched lightly and you should decide carefully if you want to take the trip.



Battlescar | 28m

'We are gonna grab Alphabet city by the balls!' As loud, angry and energised as the 1978 New York punk scene it portrays, Battlescar follows two teenage runaways - Puerto-Rican American 16-year-old Lupe and her *blanquita* friend Debbie.

Created by Argentine director Nico Casavecchia, it tilts from cut and paste Sniffin' Glue zine-style to riding on the back of a stolen motorbike in a flash. Words stab the screen. Dark, urgent and edgy, Battlescar takes you on a trip down dangerous alleyways, punk legend Elda Stiletto's squat and the infamous CBGBs.

Rosario Dawson narrates to a backdrop of white guitar noise - and even a little Screamin' Jay Hawkins. Death is certain. And punk was invented by girls.

Rebels | 7m

With just a trusty trumpet against the one-eyed droids, our hero ducks, dodges and parkours his way through a dystopian future. With a battlecry of 'music is our freedom', this *quillustration* builds to a marvellous jazzy release.

female led animations!



Reimagined Vol 1: Nyssa | 15m

Nyssa is the first tale of a new adventure series under the umbrella of the excellent Studio Syro, creators of the peerless *Tales From Soda Island*.

Based on the Brothers Grimm fairytale *The Story of the Youth Who Went Forth to Learn What Fear Was*, it's also created in VR using Quill.

A young witch loses her best friend, Broom, and searches in a dark forest, guided by a spirit, Blue. 'The safe thing to do is run away whenever you are afraid,' she's advised.

But can she save her village? Nyssa is directed and produced by a female-led team.



Fight Back | 45m

Long-time VR innovator Céline Tricart (*The Key*) turns her talents into creating a hand tracking experience to introduce self defence moves 'as an answer to gender-based violence'.

These laudable aims are backed up by some funky moves that are crying out to be mimicked by game developers.

It's a physical experience set in the stars against the demonic shadows, but is also designed to make you think about how to diffuse conflict.

Made by and for women, the story revolves around rescuing your sisters. They are then revealed to be inspirational historical female figures.



(Hi)Story Of A Painting | 15m

Narrated by the inimitable Cerys Matthews, *The Light In The Shadow* tells the remarkable life story of 17th century Baroque artist Artemisia Gentileschi, famed for her depiction of the female gaze.

films on the fallout of war



On The Morning You Wake | 38m

'Can we pray, mummy?'. You've just been told you have 15 minutes to live. What do you do? That was the real question faced by Hawaiians in 2018 as they woke up to a text message of an incoming ballistic missile attack: 'This is not a drill'.

It took 38 minutes until a false alarm was declared, 38 minutes of panic, chaos and the realisation that you were about to die. Poignantly, it's also the running time of this extraordinary documentary.

The narration is spun through the voices of those directly affected including one survivor of Hiroshima living on the island.

The most powerful anti-nuclear film since *Threads* (BBC 1984). Timely and terrifying.



END of NIGHT



End Of Night | 49m

During the entire lengthy film you are on a boat facing Josef (Jens Jørn Spottag) rowing back through his memories of a painful war story which is depicted all around, stylised and in black and white. It shouldn't work but it does. This is the true intimacy of VR as cinema-for-one.

It's 1943 in Nazi-occupied Denmark and Josef is attempting to cross to neutral Sweden with his wife and child. It's a heavy tale told with delicate pacing that resonates and remains with you.

Directed by David Adler and published by Astrea, this is an astonishing and affecting production with excellence across the board from the sound design to the storytelling, which won at the Venice Biennial. Unmissable.

Surviving 9/11 | 20m

'I'm Paul, I gotcha.' After 27 hours under the rubble a rescue worker calls out to Genelle Guzman-McMillan, the last survivor of the attacks on the World Trade Centre. Part reconstruction, part personal journey using archive photos.

films on black history



MLK: Now Is The Time | 10m

Interspersed with archive footage and words from Martin Luther King, MLK plays out the Black experience of the 1960s with interactive scenarios made powerful with the use of hand tracking.

From making a black power salute to keeping your hands on wheel of a car in the face of police brutality, MLK brings you into the story, told through personal accounts.

It examines housing, policing and voting to examine the historical context of race relations.

And it effectively uses Dr King's famous line - 'Out of the mountain of despair, a stone of hope' - with a motif carries you through the chapters. Stirring stuff.



Traveling While Black | 20m

Directed by Oscar-winner Roger Ross Williams and produced by the Emmy award-winning Felix & Paul Studios, Traveling While Black is required viewing.

There's a clever use of archive 2D in VR via projections around Ben's Chili Bowl restaurant in Washington DC where the patrons gather to talk about race relations in the US.

To sit with the African-American protagonists as they describe their experiences feels like an incredible privilege, and is touching and profound.

The very existence of the Negro Motorist Green Book is an extraordinary indictment of the Jim Crow era and this important film preserves that story.

The March 360 | 7m

Walk with the protestors in an animated recreation of the March for Jobs and Freedom and watch highlights of Dr King's 16-minute epoch-defining speech at the Lincoln Memorial in Washinton DC. '1963 is not an end, but a beginning ...'

extreme action films!



The Soloist VR | 2x30m

'Are we trying to create good experiences for people or nightmares?' jokes *free soloist* Alex Honnold as he stands atop another summit in the Alps. 'I think this VR film could definitely be a nightmare for a lot of people. But it'll be good for them. Toughen 'em up!'

In case you didn't know, this is rock climbing without ropes or harnesses. 'Some people must watch me and think that I'm crazy and that I'm gonna kill myself. But they don't see all the training and preparation,' says Alex.

In this hour-long two-part documentary the 36-year-old American teams up with Swiss Alpinist Nico Hojak. This is high-end stuff and the scenes are as dramatic and breathtaking as you'd expect.



MOLECULE
-22.7°C



Tales From The Edge | 10m

'Since I started jumping I've lost about 80 per cent of my friends,' says BASE jumper Jeb Corliss, 'but BASE jumping has given my life purpose.' Here he pays tribute to one of his fallen heroes, Uli Emanuele, who crashed in the Alps, aged 30.

'He had an eye for the beautiful, almost dance of a line,' says Jebb as he eyes up some of the Uli's most daring runs in the Dolomites in Italy. And, yes, we are going on the ride.

It's a jump called the Death Star and Jeb, dressed appropriately in a black shiny Vader-esque wing suit, rips like a human bullet through the 'kill zone'.

You can't help but to feel the rush whether you agree with the danger or not. Lunacy.

-22.7°C | 9m

Another trippy adventure from genius director Jan Kounen following French DJ Molécule as he takes in musical inspiration from the Arctic. From the subtle crack of the ice to the *aurora borealis* set to techno. Stunning.

space films!



The ISS Experience: Pt IV | 43m

Everything about The ISS Experience is eye-popping. In collaboration with NASA, it's the largest production ever filmed in space and shot over two years.

The cameras were specifically designed to capture 8K 3D-360 images both inside the station and in outer space, designed to be remotely controlled from Earth.

Expand is the concluding episode of the epic four-part series from Felix & Paul Studios.

'It has given us the power to test technology, space suits, laboratory techniques ... the ability to learn how to live in space,' explains astronaut Victor Glover.

In a wilder flight of fancy the crew discuss the possibilities of the genetically-modified evolution of *homo sapiens*: 'I'd want to have a prehensile tail,' say one.

The episode climaxes with footage of the first spacewalk filmed in VR. The awe-inspiring images of the Earth from above never grow old.



The ISS Experience: Pt III | 35m

Unite is the third of the four-part series aboard the international space station from Emmy award-winning Felix & Paul Studios.

This episode explores the friendship between the astronauts 400kms from Earth, from throwing American footballs in zero gravity to a performance of an *ad hoc* mouthorgan orchestra.

Some of the optics are gloriously incongruous. In one mind-bending scene there's a game of racquet ball going on with a liquid globule being batted back and forth while someone in the background is running on a treadmill - horizontally.

As the ISS orbits at speed around the Earth there are humbling observations from a life-changing perspective: 'The Sahara is my favourite transition. It's so quick the way it changes from barren into rainforest.'

Life is a series of hellos and goodbyes and it's no different for the international group of eight astronauts.

more space films!



The ISS Experience: Pt II | 33m

Advance is the second of a four-part series aboard the international space station by the vanguard of VR filmmaking, Félix Lajeunesse and Paul Raphaël.

Rejoining the crew, the film zooms in on the role of women and astronauts Anne McClain and Christina Koch pay tribute to Jerrie Cobb, blocked by Nasa from her own space flight 50 years earlier.

'Science is organised curiosity' declares Anne, as Christina tends to her precious mizuna greens growing incongruously amongst the tech.

The largest production ever filmed in space yields lovely intimate moments and a spectacular upside-down group hug ends with two leaving the mission.



The ISS Experience: Pt I | 28m

A very human look at a very alien environment, Adapt is the first of the four-part series. Floating through a mass of wires, tunnels, tubes and laptops are the four featured astronauts on the 22-year-old 'outpost of humanity'.

'The power of adaptation is one of the most beautiful aspects of the human mind,' declares David Saint-Jacques, as the crew get accustomed to 'micro-gravity' and the disorientation of '16 sunrises and 16 sunsets a day.'

As awe-inspiring images of the Earth pass underneath, the team tuck in to an *amuse-bouche* of brie and chutney and it's the ordinary that calls your attention. The most important place on the \$160 billion station? The bathroom.



The Overview Effect | 6m

The Overview Effect is a cognitive shift in awareness reported by some astronauts during spaceflight. This film tries to recreate the effect to stimulate an 'instant global consciousness' and a desire to protect the planet.

more space stuff!



1st Step | 11m

There's just so much to take in. Orbiting and standing on the moon with photo-realistic lunar panoramas based on Nasa data. Crammed inside the tiny capsule with Aldrin, Armstrong and Collins. But it's the phenomenal view of Apollo 11 exiting Earth's orbit from an impossible standpoint that takes the breath away.

A superb narration conveys the enormity of mankind's greatest achievement. With judicious use of genuine crackling audio recordings of the time and clever use of archive footage, 1st step succeeds in transporting you back over a half a century. It's impossible not to be moved.

An incredible piece of filmmaking from Faber Courtial. One of the greatest docs ever made about the moon landings.



2nd Step | 14m

An imaginary journey into the near future, 2nd step takes you to the Shackleton-Crater on the dark side of the moon, flying over the lunar base that will be the jump-off point for the mission to Mars.

One lunar night is equivalent to 14 back on Earth, seen as a fragile blue crescent hanging in the blackness of space.

Orbiting the red planet, you are soon standing with the golden-helmeted astronauts on the surface of the desert, gazing open-mouthed at the edge of the solar system's deepest canyon.

And in a fantastical finale, the search for a second Earth takes us to an unknown exoplanet, in what would be 'the greatest discovery that man could make'. Epic.

The Spacewalker | 4m

There's a blizzard swirling around the launchpad of the Voskhod 2 rocket as it prepares for blast off in March, 1965. Step into the shoes of Soviet cosmonaut Alexei Leonov as he becomes the first human in history to float freely in space.

underwater films!



Immerse | 9m

Poetic, educational and affecting, Immerse is simply the best 360 underwater film out there.

Look right down the mouth of a manta ray, go eye to eye with green sea turtles and dive with shoals of red snappers and grey sharks among the coral reefs of Palau. The film is mixed with exquisite animations of coral polyps and mass coral spawning on the full moon.

It's made by Hydrous, a non-profit which raises ocean awareness and scientific understanding, led by marine biologist Dr Erika Woolsey.

As she says: 'When you see the beauty and the magic of the ocean this closely how could you not want to protect it?'



Polar Obsession | 7m

National Geographic photographer Paul Nicklen traverses 550 miles of the roughest seas in the world to reach Antarctica. 'It's like you are entering this dreamland and the dream is real,' he says.

Floating like a speck amongst the spectacular icebergs, he has a close encounter with a humpback whale before meeting the star of the underwater show - a 12 foot long leopard seal, 'bigger than a grizzly bear'.

After some dramatic threat displays, the seal decides to show just how good he is at catching a penguin.

It's an astonishing and unique hunting sequence captured at the very edge of the South Pole.

AirPano Jellyfish Bay | 3m

From the Russian hi-res film specialists AirPano comes a short but breathtaking dive into a smack of thousands of jellyfish in Raja Ampat, Indonesia. Recorded in 8K by Alexey Tishchenko with a simple musical score.

nature films!



Conquest Of The Skies | 3x7m

The beauty of a snow white barn owl bearing down on its prey, drifting along a riverbed with dragonflies, a spectacular animation of a prehistoric *terrasaurus* ... you know what you are getting with blue chip BBC productions.

This is a three-part series of shorts - Rivals, Victors, Vanguard - following the evolution of creatures in flight from insects to flying lizards to feathered birds.

I'm breaking my own rule here of not featuring VR180 films (I'm a 360 purist) because, well, it's David Attenborough. It follows on from others previously released - MicroMonsters, Kingdom of Plants and First Life - all in collaboration with Alchemy Immersive.



Okavango Experience | 4x6m

'That first moment sitting by myself on the Okavango Delta was the most profound moment of my life. It is, to me, a wilderness beyond comparison.'

Biologist Steve Boyes is a evocative and passionate narrator in this wonderful film made in 2017 for National Geographic.

The Okavango Delta is a vast wetland in Botswana, an oasis in the middle of the Kalahari desert, where the sounds are almost as impactful as the optics.

Not only does the film offer extraordinary experiences with zebra, lions and elephants, you get a real sense of being part of the expedition as the crew head out on canoes into one of the last untouched wildernesses.

Galapagos | 3x7m

More from Alchemy Immersive with the BBC's legendary 97-year-old broadcaster. A shiver of hammerhead sharks, a micro close-up of a seahorse, a dash of Quill animation ... this three part series in VR180 does Darwin proud.



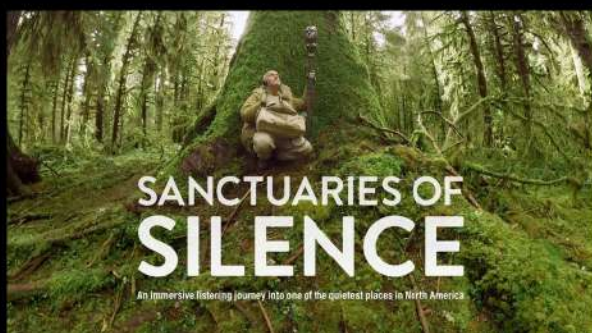
Behind The Dish | 3x12m

The Michelin star of this trio of female-led foodie films from Targo could go to the exquisite close-ups of the dishes but the real treats are the sensitively told human stories behind them.

Chiba is a sushi chef, picking out the best produce before dawn at the fish market and climbing a mountain to get wasabi root. Her passion for her craft wasn't forthcoming until some news gave a new meaning to her life.

Deborah makes 'soul food'. 'When I started in this industry I had three strikes against me - that I'm black, a lesbian and a woman,' she says.

Helene goes on a journey that takes her from Paris to London and top billing.



JFK Memento | 35m

Standing in crowd opposite the infamous book depository as JFK's motorcade comes into view on that fateful day in 1963 is something only VR can offer.

Using a fantastic mix of present-day street views overlaid with archive footage gives a unique impression and a novel understanding of the events.

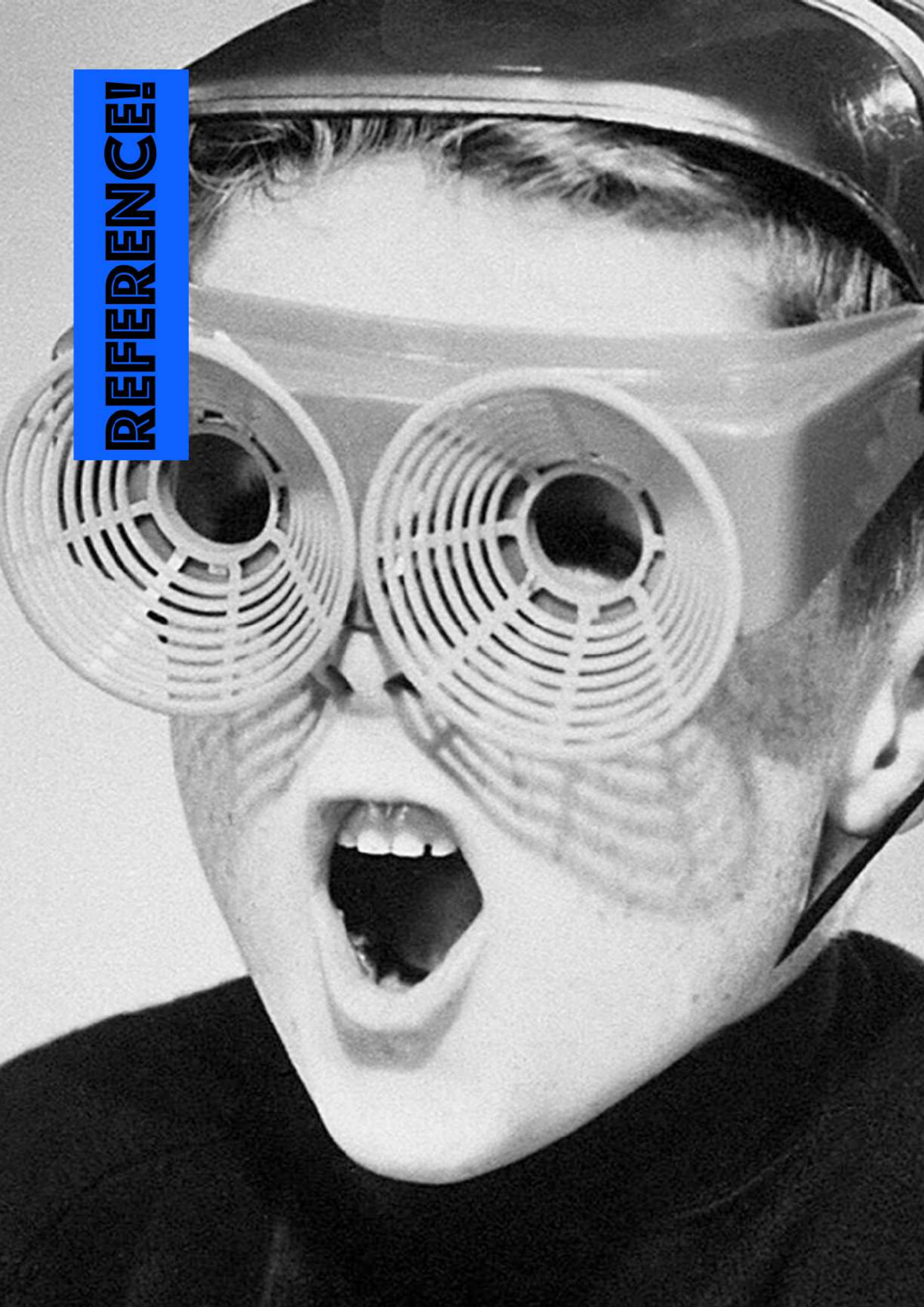
See the views directly from Lee Harvey Oswald's perspective and stand on the grassy knoll as contemporaneous interviews with the last living key protagonists narrate the events in Dallas.

The Emmy-nominated studio Targo have a habit of reconstructing historical events and this may be their best yet.

Sanctuaries of Silence | 7m

Join legendary acoustic ecologist Gordon Hempton as he documents the last places on Earth absent from human noise. Here he explores the Hoh rainforest, one of the quietest places in North America, home of Pacific treefrogs and spotted owls.

REFERENCE!



BABY STEPS!

QUEST 3 BASICS:



ABSOLUTE BEGINNERS!

I just got it out of the box, now what do I do?! Turn it on by doing a short press of the button on the left side of the headset. You can turn it off by doing a long press! It'll go into standby on its own.

Download the Meta Quest app to your phone! You have to pair it with your headset via bluetooth.

Set up your Meta account! The requirement to link to a valid Facebook account was removed in August 2022. Enter your bank details and off you go!

WTF does that mean?! It's an alphabet soup of three-letter acronyms out there! See the glossary at the back of the guide!

HAND TRACKING!

Turn it on! It works best if you have plenty of light and contrast although the tech is vastly improved on the Quest 3 and can even work in much dimmer environments.
[settings](#) > [movement tracking](#) > [hand tracking](#)

Quick switch! Tap the controllers together twice to switch to hand tracking.

\$30 REFERRAL CREDIT

Get \$30 credit if you buy a new Quest 3 using a referral code. Anyone who owns a headset can give you one and receive \$30 themselves. But you have to do this *before* you activate the headset.
<https://meta-dog.github.io/meta-dog>

Set up your boundary! Clear some space in your room and follow the tutorial in the headset. Be careful and aware - don't faceplant the fireplace or tread on your cat!

The Meta button is your best friend! See that one marked with ∞? It's the one that is depressed under the joystick on the right controller. A long press will always re-centre your view and a short press will exit any app back to the menu.

Charging! The green light means it's fully charged (you get about two hours), orange is charging, white in use and red when there's only 10% left. You can leave it charging without damaging the battery.

VIRTUAL ENVIRONMENT

Your **virtual environment** is the area when you start the headset or exit an app. It will be set to passthrough as default but toggle the goggles symbol in the toolbar to change to one of a dozen spaces like Winter Lodge or Ryokan Retreat.
[settings](#) > [personalisation](#) > [virtual environment](#)

Create your own using the Custom Skybox View with any 360°.jpg. Close the menu to teleport around. You can disable the mirror and your avatar arms if you like..
[settings](#) > [personalisation](#) > [interactive objects](#)
[accessibility](#) > [mobility](#) > [show avatar hands](#)

TIPS AND TRICKS!

QUEST 3 BASICS:



LENSES, BOUNDARY, & IPD!

Look after the lenses! Never leave them exposed to sunlight, even for a few seconds! Never clean the lens with anything but a lens cloth (your t-shirt can scratch them). I keep mine turned away from the window and always have a cloth on hand. Or use a lens protector when not in use. A few arena-scale games require large spaces. It's safe to use the Quest 3 outside as long as you don't allow sunlight direct on the lenses. For tracking reasons it's best to play at dawn or dusk or in a floodlit area.

Set your IPD! IPD is the distance between your pupils (interpupillary distance). You can measure it using a ruler and a mirror or an app. The 'far' measurement is the one you need. Use the dial located under the headset to change from between 58 to 70 mm.

Keep your glasses on! No more fear of scratching the lenses or your specs! Glasses can now be accommodated inside the visor, replacing the need for a separate spacer. The distance from the lens is adjustable in four steps by buttons inside the faceplate. Bespoke prescription lenses are also available from Meta and third parties.

Motion sickness! If you are new to VR avoid games marked with 🤢 this symbol in the guide until you get your VR 'legs'! Play in short sessions. If you feel sick stop playing immediately and don't try to 'power through'.

Mixed Reality! Quest 3 will scan your room and create a map in seconds. You can then add windows, doors, wall art, a bed, couch, screens, tables, lamps, plants, shelves and 'other' objects which it will save (for up to 16 rooms) [physical space > space setup](#) Turn on the ability to double tap your headset to switch between MR and VR [physical space > passthrough > double tap for passthrough](#)

How to hide the boundary in MR!

The virtual boundary will pop up even though you can see the room. One option is to simply make it bigger than your playspace.

You can even switch the boundary off entirely in developer mode (you must create an account first). But that will disable passthrough. The workaround is to open a game in MR, go to menu, *then* disable the boundary and return to the game. Note: if you cast or record only the virtual elements will appear visible. [system > developer > boundary](#)

Fine tune the boundary for VR! It's a necessary evil but you can make it better. With the stationary boundary the virtual walls are replaced with passthrough. Lower roomscale boundary sensitivity in boundary settings to avoid more immersion killers. You can adjust four levels which trigger virtual walls depending on distance or movement. [physical space > boundary > boundary sensitivity > advanced](#)

TIPS AND TRICKS!

QUEST 3 BASICS:



CASTING & APP SHARING!

Recording video! Record in 16:9 with a frame rate up to 36 fps and 20 mbps bitrate with image stabilisation. You can also record in widescreen using the Developer Hub (advanced). Spatial video works natively. You can turn off the red dot recording/casting light.

[system > camera](#)

Casting! Find it under the camera app on the headset, or use the app. On Quest 3 you can even cast with passthrough! Be aware that it eats battery though. Many TVs aren't compatible. One trick is to cast to a phone or laptop and connect that to the TV via HDMI.

Stick drift? After prolonged use your controller may suffer from drift. Remove the batteries and try WD-40 contact cleaner (not lubricant!). You can also make adjustments in settings



[devices > controllers > thumbstickrange and deadzone](#)

Hearing loss Adjust left-right audio balance and switch between mono or stereo [accessibility > hearing](#)

Colourblind Apply a display filter to help distinguish colours [accessibility > vision > colour correction](#)

Wheelchair users Increase your height as if standing. Works across most apps. [accessibility > mobility > adjust height](#)

Multi-user! You can add up to three other accounts in addition to yours on a single headset. Switch between them by clicking on your profile. It's useful to keep game progress save settings apart. [accounts > add account](#)

App sharing! Log into two Quests with the same primary account, then turn on app sharing and add a secondary account on one of them. Bingo! [accounts > app sharing](#)

Screenshots! Shortcut: Hold  and press trigger! For quick record video hold  and long press right trigger.

Monthly firmware updates! These are automatic and roll out gradually.

Troubleshooting! Only do a factory reset as a last resort. Make sure your game save data is backed up. [system > backup > cloud backup](#)

ACCESSIBILITY: VR FOR ALL

Missing fingers Some apps that use hand tracking - like Hand Physics Lab and Waltz of the Wizard - allow you to remap your digits.

Vision loss Change the text size for the universal menu and supported apps. [accessibility > vision > text size](#)

Controller vibration intensity Reduce haptic feedback [accessibility > mobility > controller vibration](#)

BEYOND THE STORE

app lab

FIND HIDDEN GEMS!

altlabvr.com

App Lab isn't an app or a site, it's a label. You don't have to download anything. All it means is games that haven't yet been given the official seal of approval.

You can find them all on the official store but they are 'hidden'. In other words, they aren't promoted and you can only search for them using their exact name.

Much easier than that is to go to any of the sites that collect all the App Lab games in one place (see above). Then they will link you back to the store where you can download them just like you would any other title. Easy, right?

There are far more games on App Lab than on the official Meta store but their quality will vary. It's a place where you'll find many hidden gems, though. You'll find my top picks throughout this guide.

You could also pick up a bargain. Many games in development start off on App Lab before they get an official release. If this happens to something you bought you won't have to buy it again. You'll also have helped the developer. Many are also free. Have fun searching for the diamonds in the rough!

sidequest



STEP-BY-STEP GUIDE

sidequestvr.com

It's never been easier use **Sidequest**. It was set up as an alternative to the official store before App Lab came along so you'll find a *lot* of crossover. There are still some gems here though (and you can mess with some of your Quest 3 settings).

Sidequest requires a one-time PC set-up. Put the Sidequest Easy Installer on your headset (see link above) and open in 'unknown sources' at the bottom of the drop-down menu 'All' or 'Installed'.

Then you'll have an in-VR alternative store! Just download and install the titles you want. They will all appear in 'unknown sources'. You'll have to create a developer account to use Sidequest. There's a few steps but it's straight-forward. Follow the tutorial linked above.

PARENTAL GUIDANCE

QUEST 3 FOR KIDS? WHAT YOU NEED TO KNOW!

There are a host of positive reasons for children and young people using VR from educational and creative apps to just having some good old gaming fun. The info here is not meant for scaremongering, just practical advice about issues to be aware of.

It can be physically dangerous being blind with a headset on, running into walls, smashing hands (and TVs!). Of course the device has a visual boundary system but when playing popular kids games like **Gorilla Tag** that spacial awareness can literally go out of the window. If you can't be present as a guardian watching, it might be best to stick to stationary games or MR.

Prolonged use can lead to strain on the neck and the device weighs half a kilo. It is not designed for children. A third-party headstrap with battery can help with comfort and weight distribution. Also, it's a contentious issue whether VR affects a child's development.

If your child complains of feeling sick due to motion sickness remove the headset immediately. Check for comfort settings on the menu of individual apps. Use vignettes.

Games have a PEGI rating on the store as a guide to exposure to sex and violence. Be aware of the popular title **Bonelab** which has scenes of suicide and self-harm and no trigger warnings.

THE OFFICIAL LINE ...

In 2023 Meta reduced the recommended age from 13 to 10 with parent-managed accounts. However, they say: 'Prolonged use by children should be avoided. It could negatively impact hand-eye coordination, balance, and multi-tasking ability.'

Perhaps the biggest concern is the same that parents face with any device that offers unfettered access to the internet.

Free social apps like **Rec Room** and **VR Chat** are an unmonitored and often toxic free-for-all mix of adults and children with avatars and voice chat. The same applies for many paid multiplayer games. Read more: connectsafely.org/horizon

Unless you are going to be monitoring your child 100% of the time there are some precautions you can take. You can lock individual apps [system > apps > app locks](#)

You can set up parental supervision on the mobile app. This restricts access to apps that your child is not old enough to use.

In dashboard view you can monitor time spent in VR, the usernames of people your child is friends with in VR and the apps your child has used.

THE BIG PICTURE



quest 2+3



20 MILLION*

*Estimated Quest 2 sales.
Official figures not released

Source: The Verge March 2023

\$1 MILLION+

Revenue earned by
120 Quest titles

Source: Meta GDC March 2023

\$2 BILLION+

User spend on content on
the Quest store and App Lab

Source: Meta Connect Sept 2023

\$255 MILLION

Estimated revenue generated
by a single title - Beat Saber

Source: Wall St Journal Apr 2023

\$10 MILLION+

Revenue earned by
40 Quest titles

Source: Meta GDC March 2023

2000+

Number of available apps.
Store: 500+ & App Lab: 1,500+

Source: Meta, r/applab

GLOSSARY

KNOW YOUR CHEESE FROM YOUR PANCAKES!

vr terms | **UI** user interface **FFR** (fixed foveated rendering) a way to economise processing power by keeping hi-res in the centre of your vision and lo-res at the periphery without impacting on your ... **UX** user experience! **agency** the ability to act in and influence a vr environment **refresh rate** the higher the refresh rate, the smoother the visual experience. Quest 3 can run at 120Hz **latency** the delay between your action and the headset's reaction **inside-out tracking** in-built cameras mapping your 3D space **PCVR** VR tethered to a gaming PC through the link cable or wireless using the **air link** feature **HMD** head mounted display i.e. a headset **FOV** field of view - the Quest 3 is 110° horizontal (compared to our 200° - 220° in real life) **XR** cross-reality - industry term for anything VR and ... **AR** augmented reality, also known as **mixed reality** or **passthrough** ... **LBE** location-based entertainment eg VR arcade **sideload** just copying files to the headset **IP** an original game (from Intellectual Property) **devs** the developers - our heroes! **metaverse** shorthand for either 'I don't know what I'm talking about' and/or 'I want to make a load of cash out of you' **cel-shading** cartoon graphic style **mura** an ugly side effect that looks like the canvas of a painting on some lenses

dev terms | **hitbox** invisible shape that a game uses to determine collisions **skybox** an illusion of a 3D background created using **cube mapping** to represent six sides of textures **draw distance** the maximum distance of objects rendered. If that is low due to a trade-off with performance (frames per second) you can get **pop-in** where objects can suddenly appear or fade **AoE** (Area of Effect) that defines the range of an action usually affecting all within it **proc** when a perk activates **localisation** translating a game into multiple languages

gamer terms | **FPS** first-person shooter **wave shooter** vr space invaders genre **rail shooter** from a fixed position **jump scare** cheap horror trope **NPC** non-playing character **spawn** the live creation of a game object **god-mode** turns the game into a ... **diorama** interactive miniature **DLC** downloadable content (game add-ons) **sandbox** open-world exploration **melee** close combat **bullet hell** raining projectiles **non-euclidean** impossible spaces **virtual beings** AI artificial people **edgelords** rebel fakers **squeakers** toxic kids **roguelite** procedural labyrinths with **permadeath** ... you die, start again **lore** backstory **pancake** pejorative term for flat non-VR games **gunstock** 3D-printed controller pinging **hotas** controller pinging (from hands on throttle-and-stick) **PvP** player vs player **asymmetric** VR player against non-VR player **loadout** the weapons you choose to take into battle **mech** fighting machine you drive **f2p** free to play **QoL** fixes to playability (Quality of Life) **skill tree** linear path to unlock powers and abilities **SBM** skill-based matchmaking (for multiplayer fairness) **nerf** weapon downgrade **buff** weapon upgrade **grinding** do repetitive tasks to gain ... **XP** experience points **op** (usually a weapon) overpowered **asynchronous** offline multiplayer **cheese** to exploit a glitch **AAA** megabucks title **strat** strategy **dps** damage per second **cooldown** the wait before you can reuse ability **rng** random element **HUD** head up display



meta-made guides!



First Encounters | free

As the name implies, this is likely to be your original foray into the universe of full colour mixed reality. It introduces the concept of room scanning and space set up on Quest 3, where you can adjust walls and add furniture.

If you want a quick game to show off the magic of MR, this is it. From the moment the little spaceship breaks through the ceiling and lands in your room, you know that the tech has take-off.

Blast multicoloured space puffins as they smash through your walls and create combos. It looks fantastic.

You can even have the spaceship in your home environment as a portal to more mixed reality experiences.



First Hand | free

There's been significant content added to First Hand since release and it showcases some of the coolest examples of not just hand tracking but of mixed reality, too.

There's lots of satisfying lever-pulling and button pressing as you help the drones fix the hub. Build your own cybernetic gloves and learn gestures like turn and teleport.

The portals where your hand changes from real in passthrough to robotic are mesmerising. There's also fun to be had with voice control.

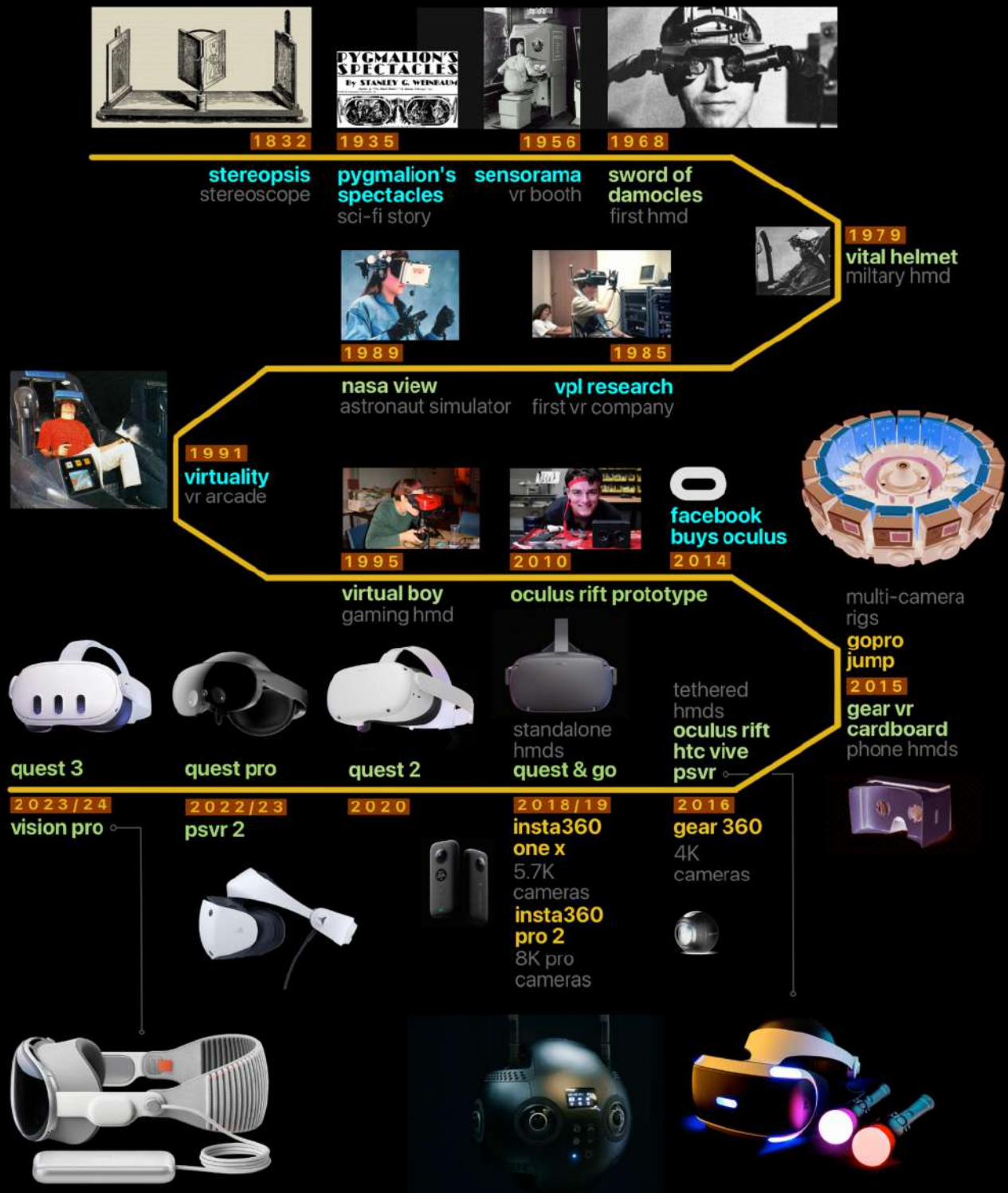
Check out the excellent Tiny Castles app for more hand tracking gesture experimentation.

First Steps | free

Originally released as a launch experience for the Quest 2, First Steps is a beginner's introduction to VR featuring a dancing robot. It's pretty dated but gives a fair overview of the basic mechanics.

INFOGRAPHIC

a brief history of vr!



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3
EVERY TITLE
ENHANCED
FOR
QUEST 3



PLUS
40
MIXED
REALITY
GAMES

100+
GAMES
RANKED

250+
PACKED
PAGES

300+
TITLES
REVIEWED

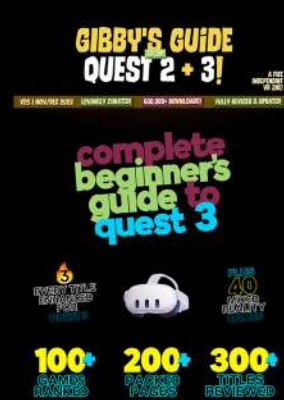


podcasts!



meet the devs!

TALES FROM AROUND THE WORLD! SWITZERLAND | FINLAND | ITALY
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